```
            {CharacterState
        |+ stateType
        + animationTime
        + animationFrameRate
        + characterStateStack
        |+ CharacterState()
        + CharacterState()
        + ~CharacterState()
        + handleInput()
        + update()
        + jump()
        + moveLeft()
        + moveRight()
        + fire()
        + swapWeapons()
        + pushStack()
        + popStack()
                }
```

```
{FiringState
||+ FiringState()
+ handleInput()
+ update()
        }
```

```
{JumpingState
||+ JumpingState()
+ handleInput()
+ update()
+ enter()
+ exit()
        }
```

```
{StandingState
||+ StandingState()
+ handleInput()
+ update()
        }
```

```
{WalkingState
||+ WalkingState()
+ handleInput()
+ update()
        }
```