```
State
+ State()
+ ~State()
+ draw()
+ update()
+ handleEvent()
+ onActivate()
+ onDestroy()
# requestStackPush()
# requestStackPop()
# requestStateClear()
# getContext()
     PauseState
  + PauseState()
  + ~PauseState()
  + draw()
  + update()
  + handleEvent()
```