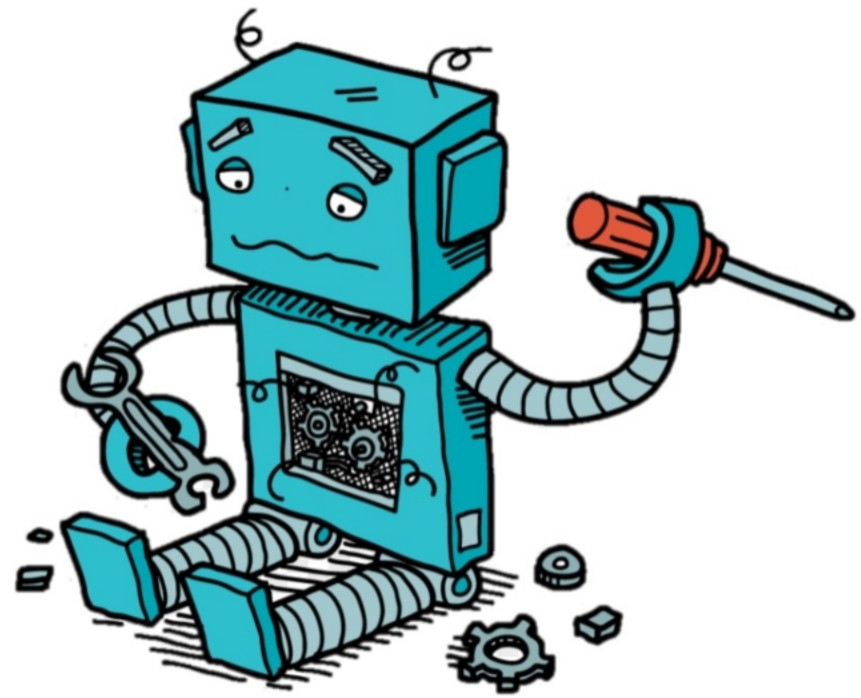
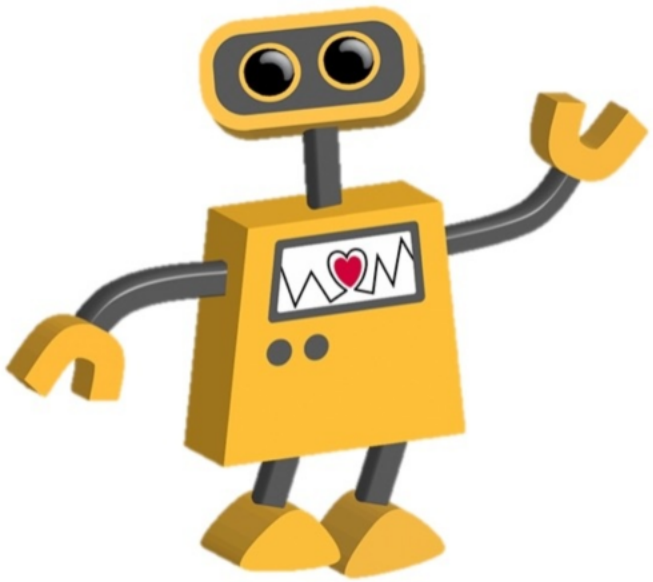
REFACTORING STATE MACHINE

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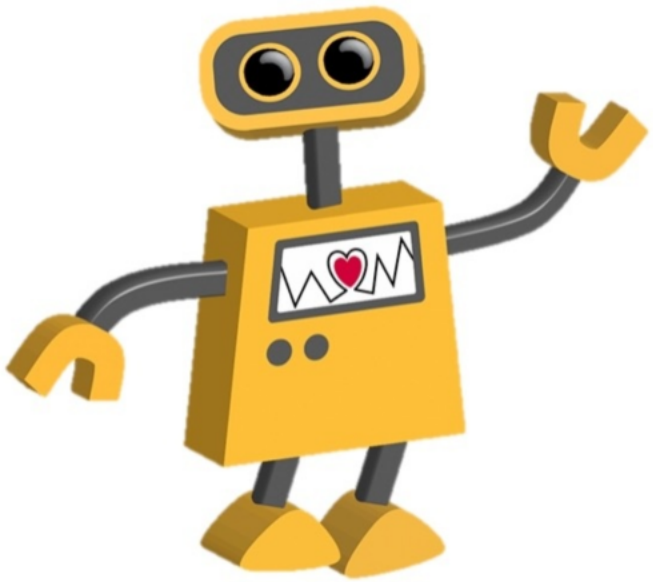

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SwitchState (GameStateType stateType)
{
        if (StateType == MainMenu)
        {
                ActiveState = MainMenu
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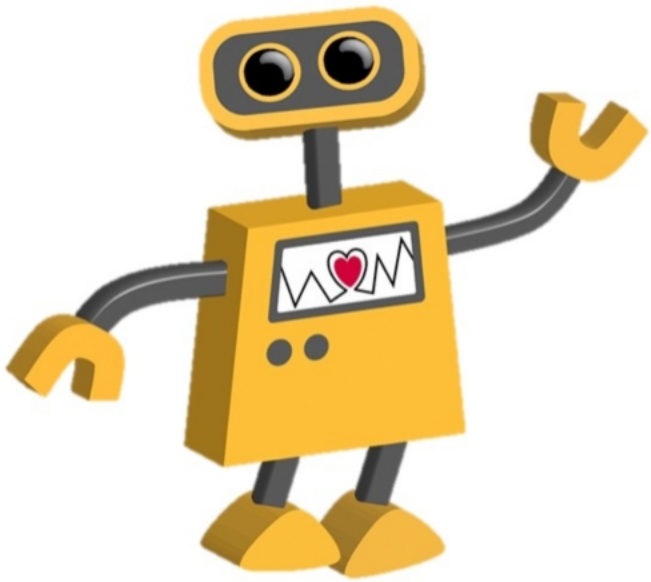

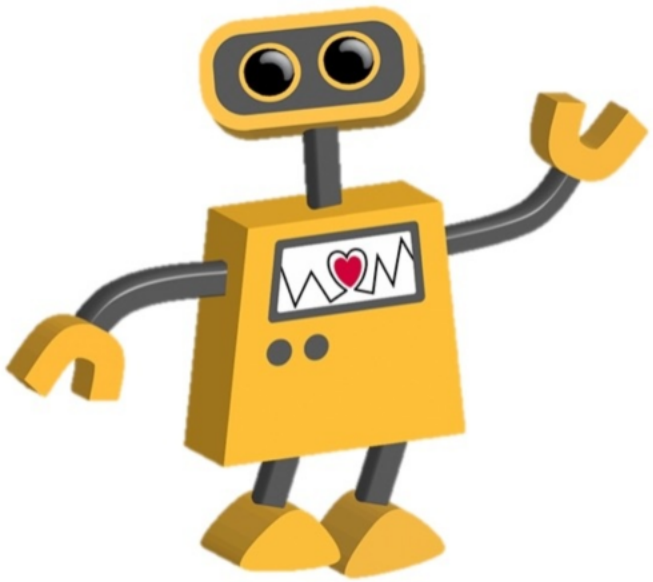

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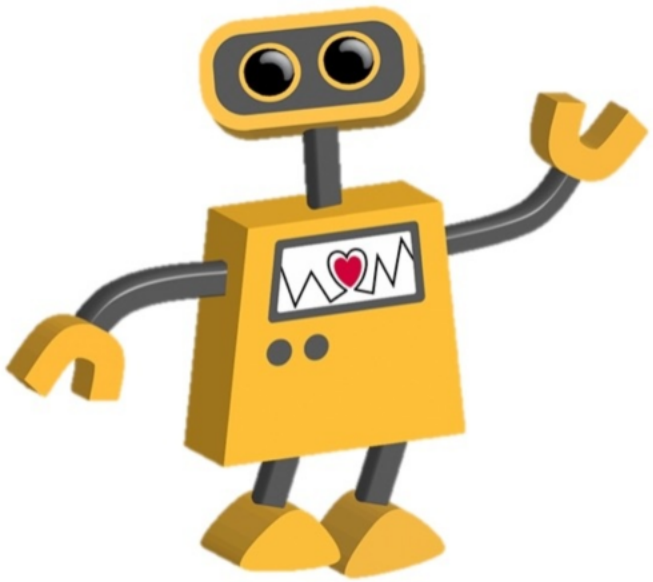

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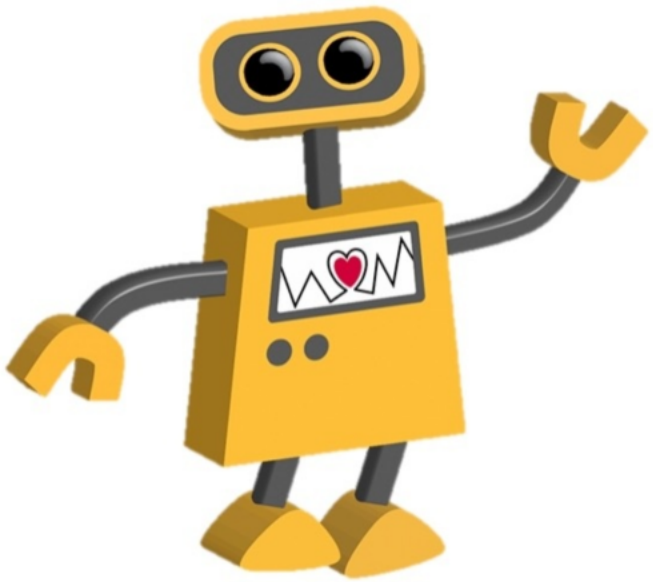

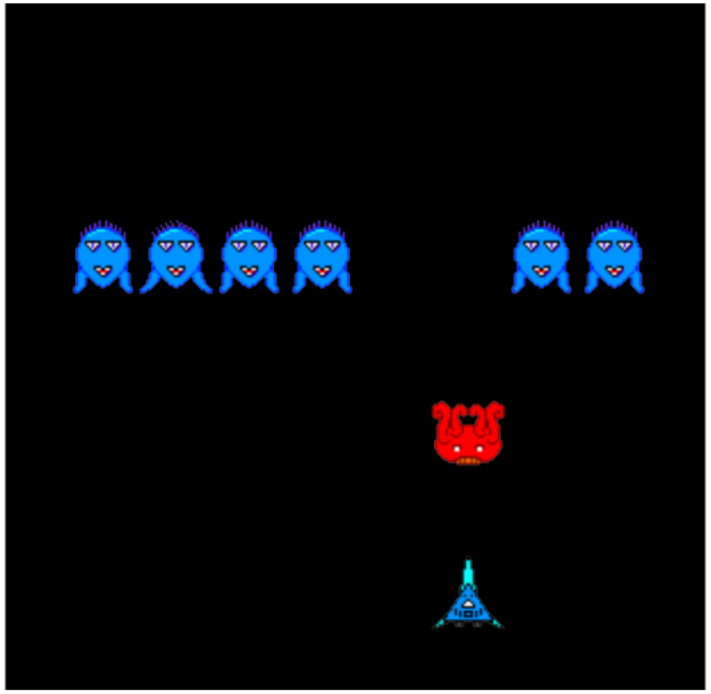

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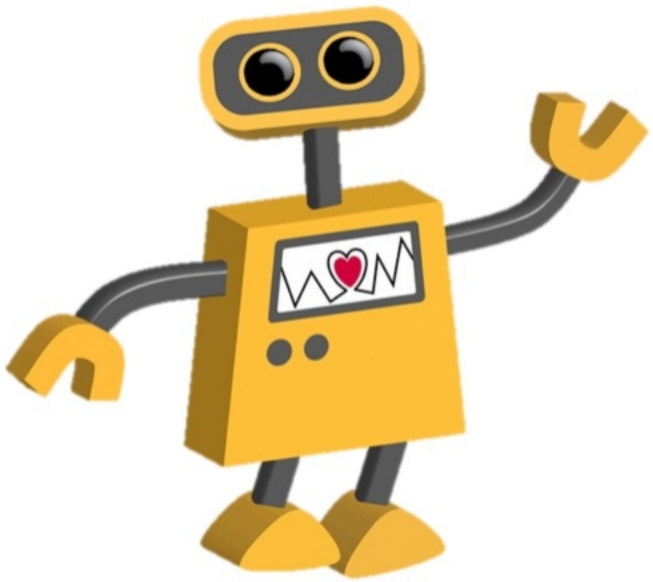

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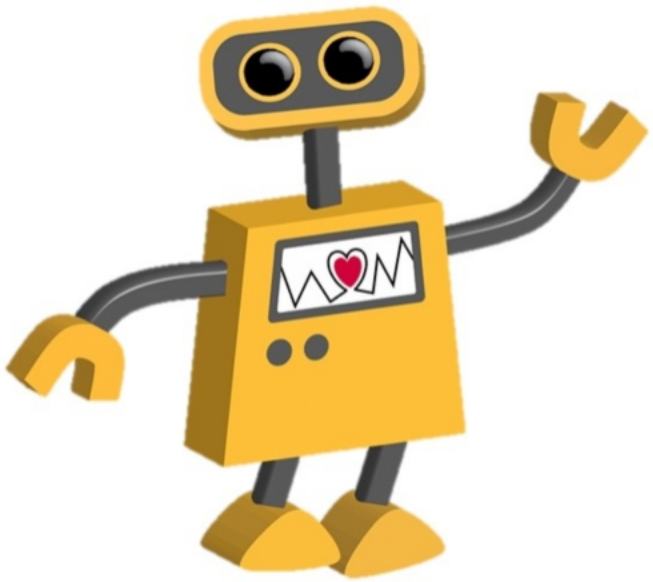

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        {
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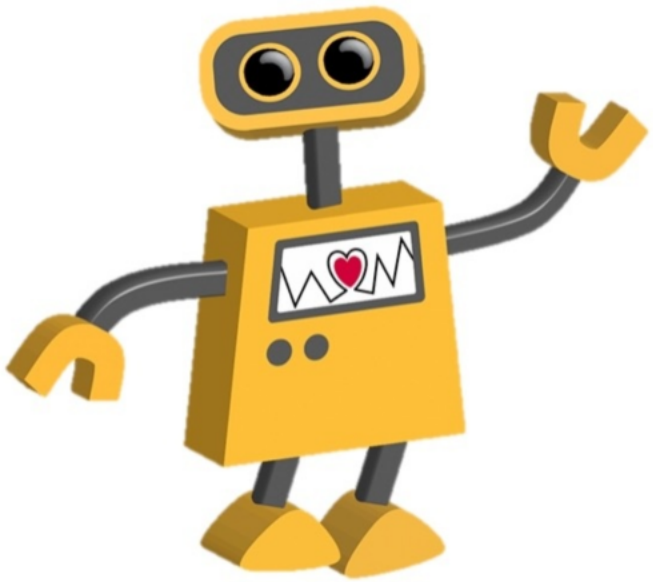
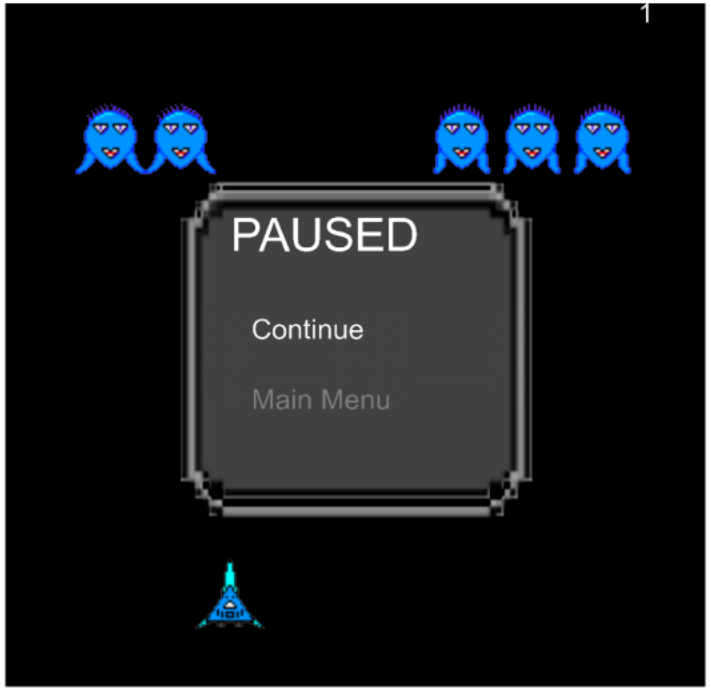
```



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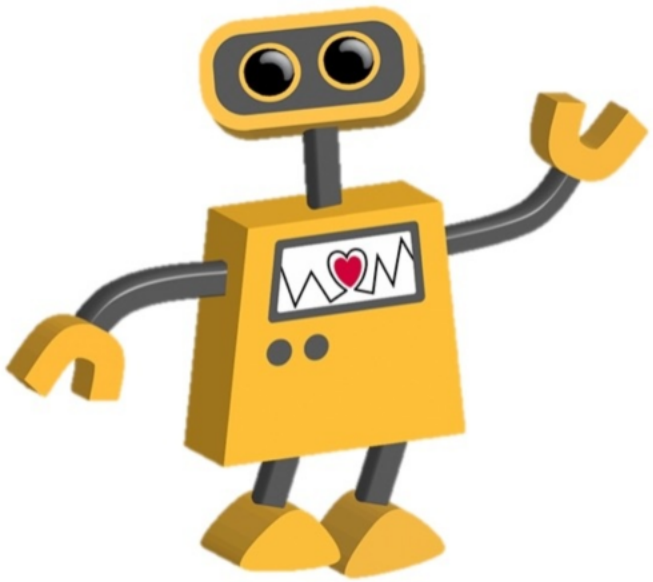

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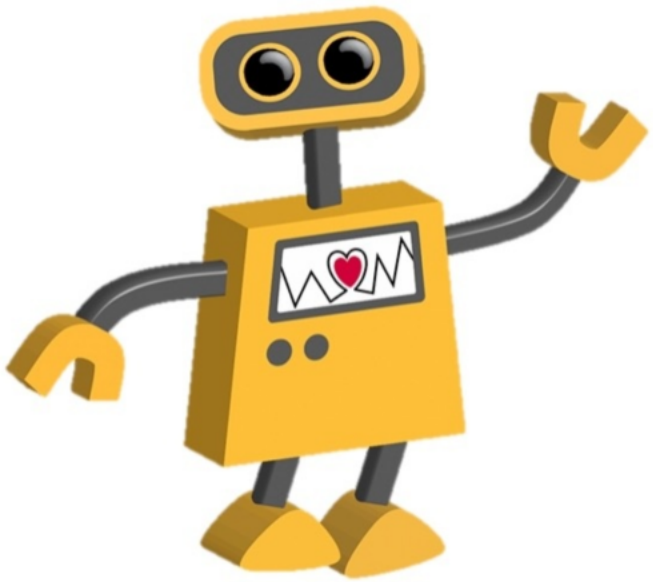

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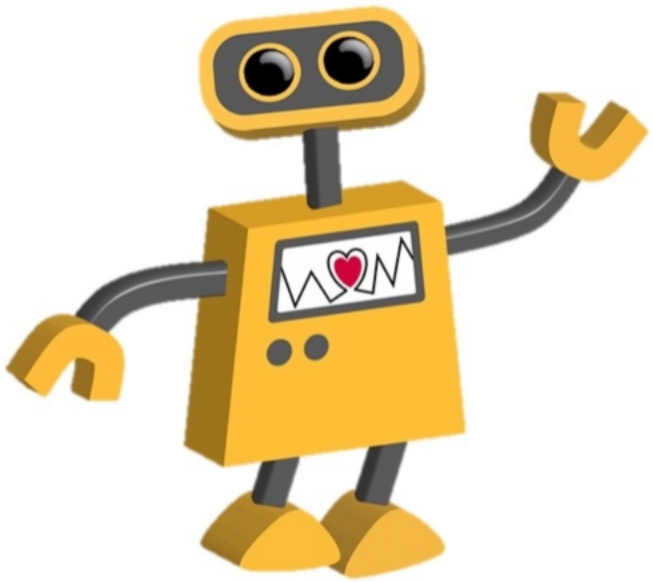

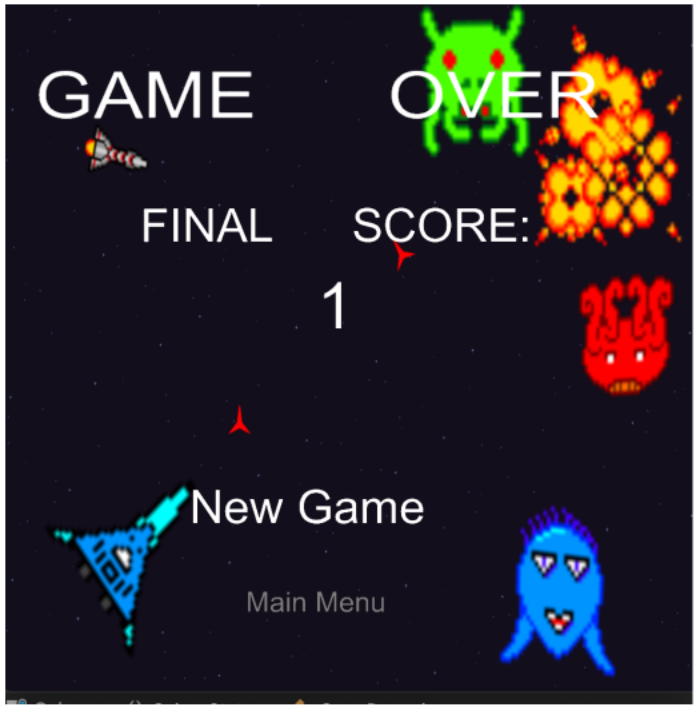


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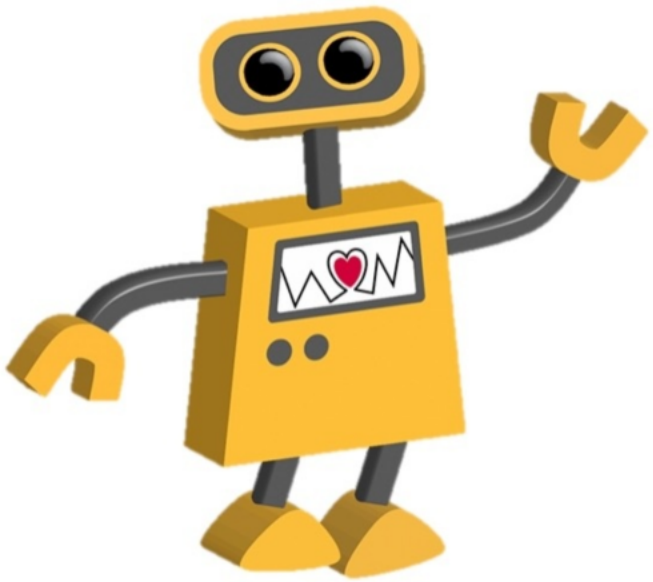

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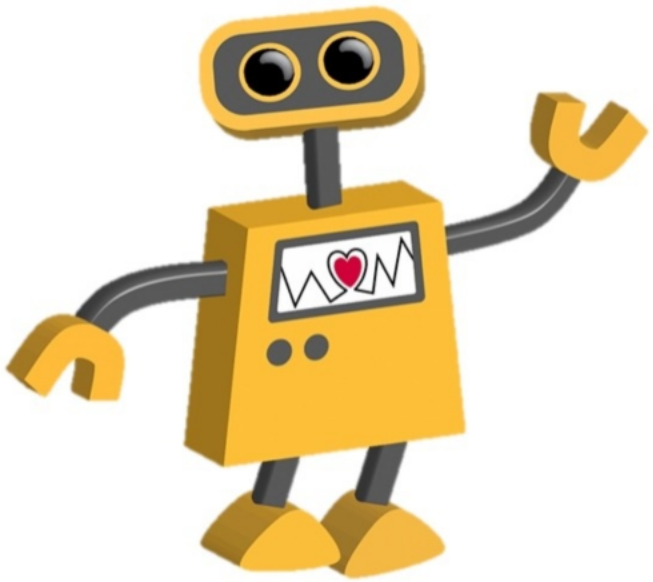

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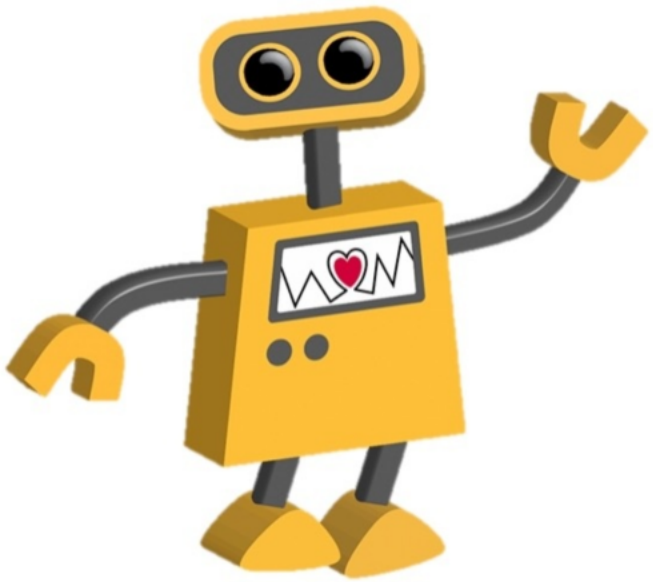

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        }
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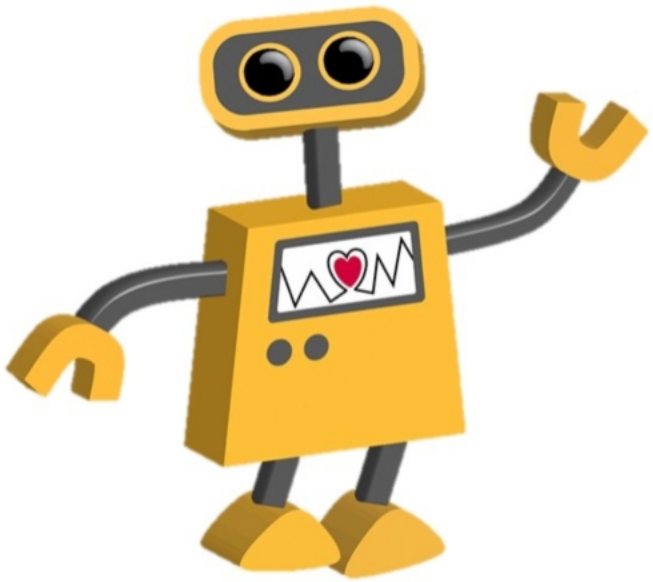
        {
                ActiveState = GameOver
        }

        ... else if (StateType == PlayWhileIRest)
        {
                ActiveState = PlayWhileIRest
        }
```



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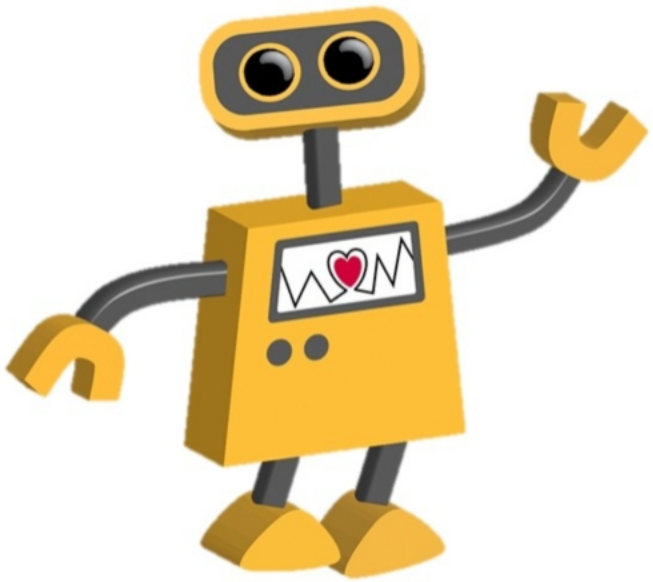

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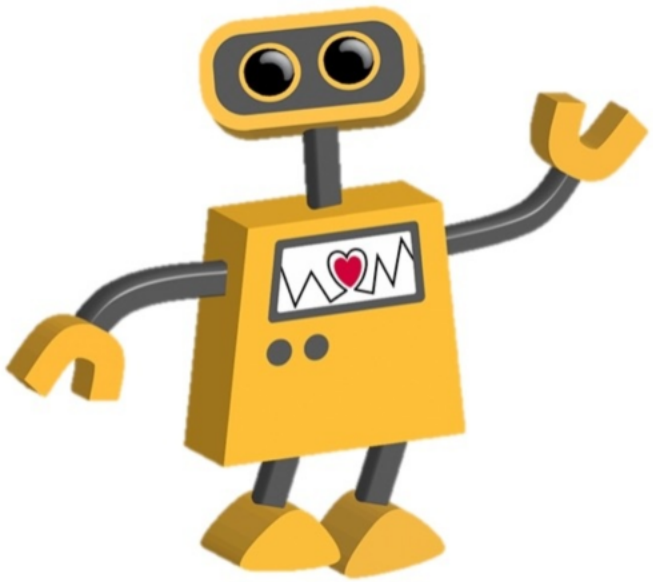

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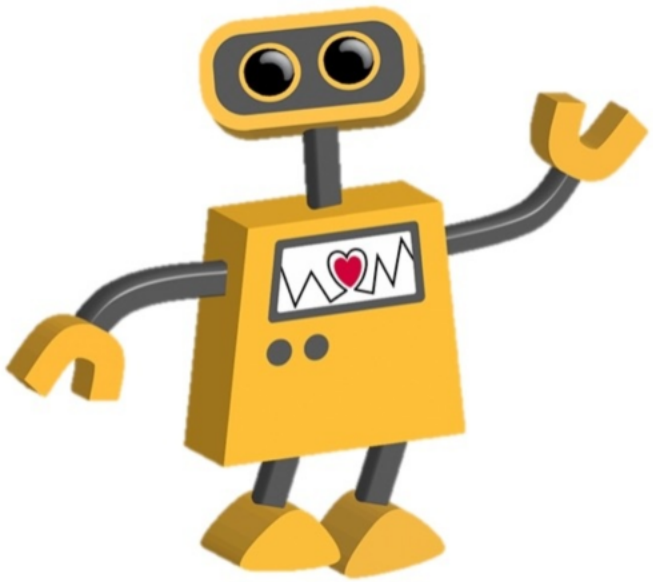
        }
        else if (StateType == GameOver)
        {
                ActiveState = GameOver
        }

        ... else if (StateType == PlayWhileIRest)
        {
                ActiveState = PlayWhileIRest
        }
        ... else if (StateType == AwardPrize)
        {
                ActiveState = AwardPrize
        }
```



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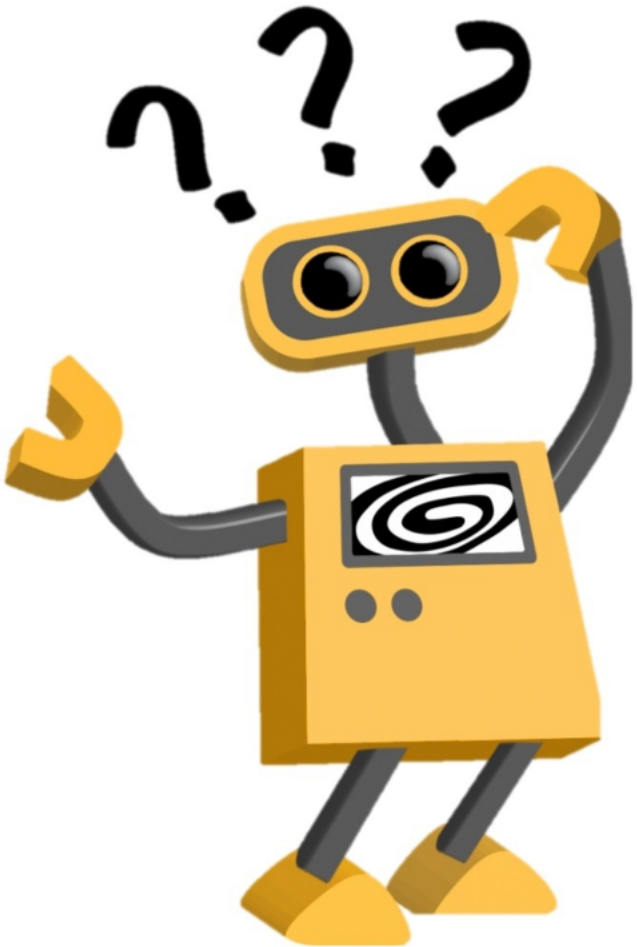


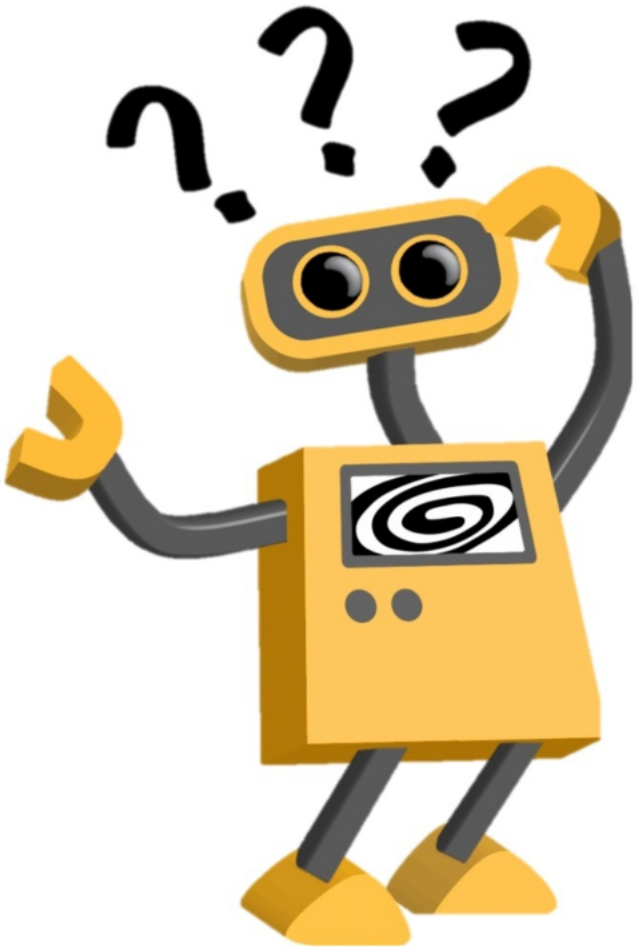
+ another state

+ another state

+ another state

...

Oh my God!



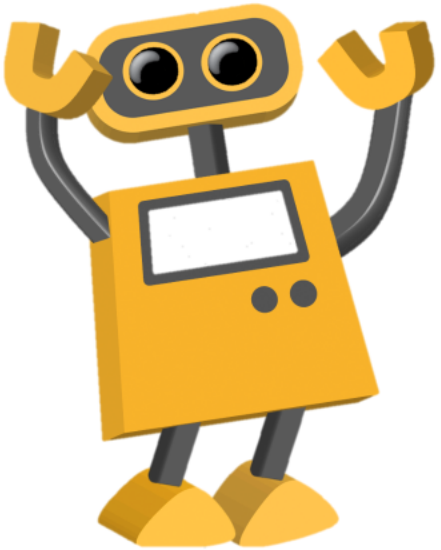
+ another state

+ another state

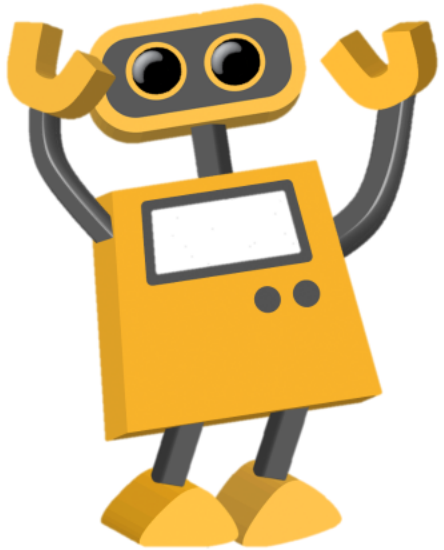
+ another state

...

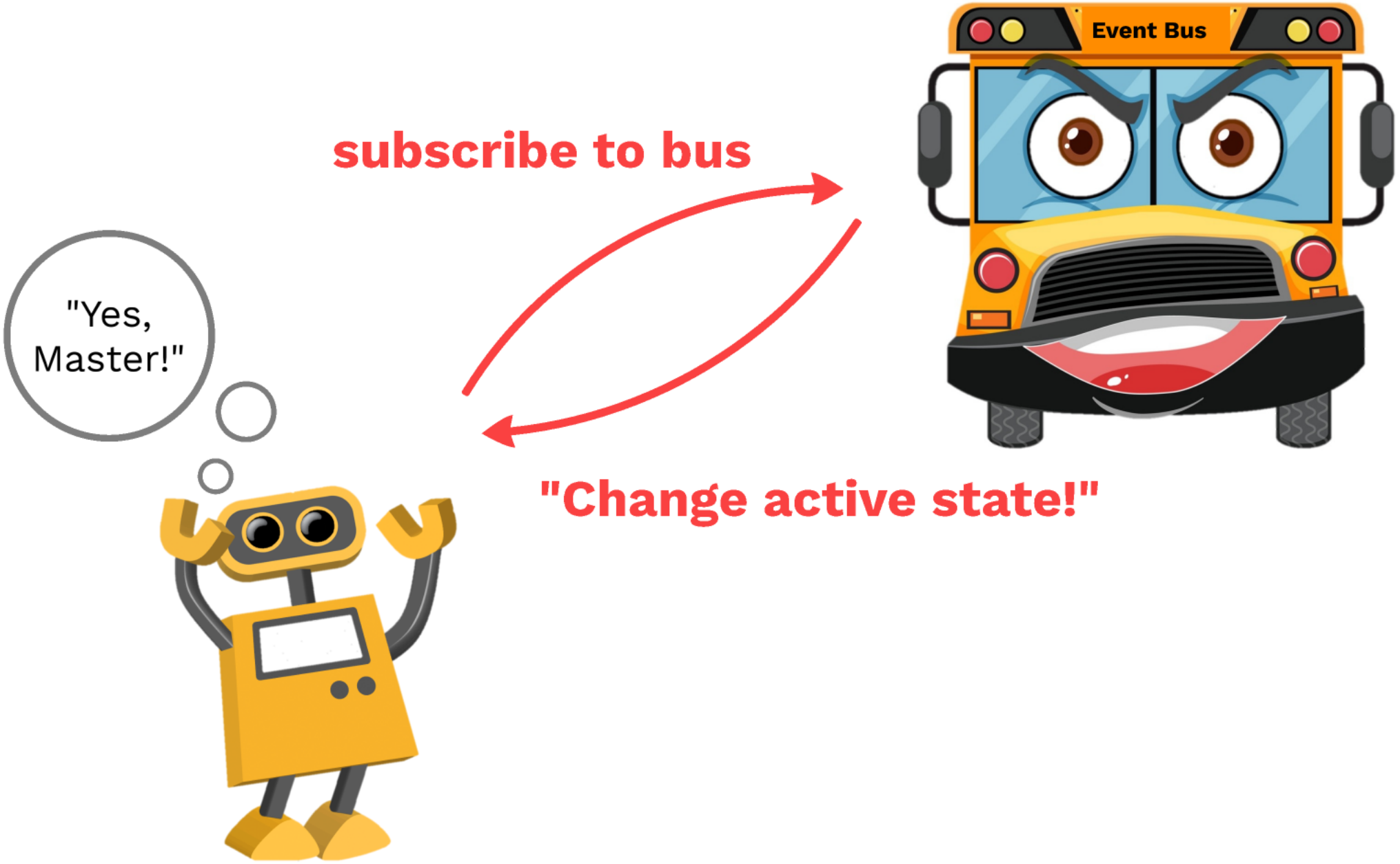
Event Bus

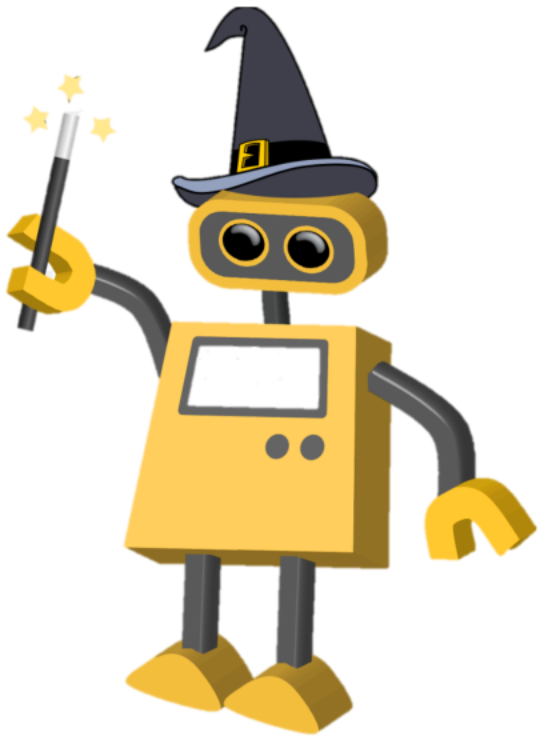


subscribe to bus

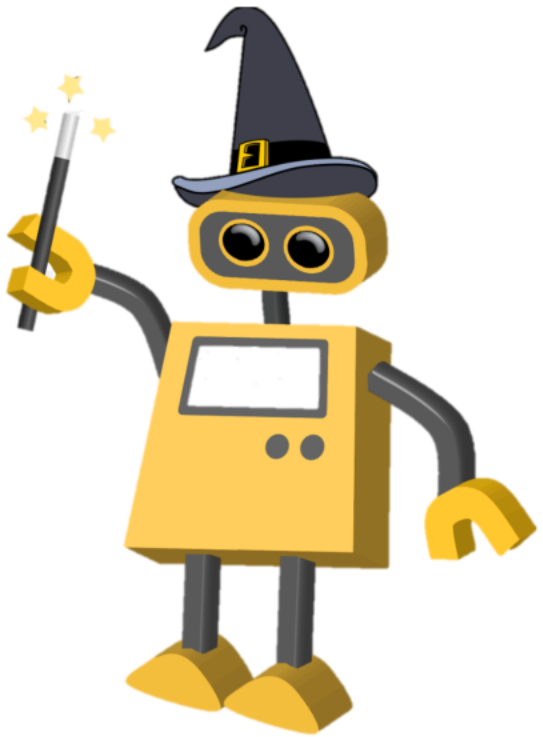


Event Bus
subscribe to bus
"Change active state!"


Event Bus
subscribe to bus
"Yes, Master!"
"Change active state!"

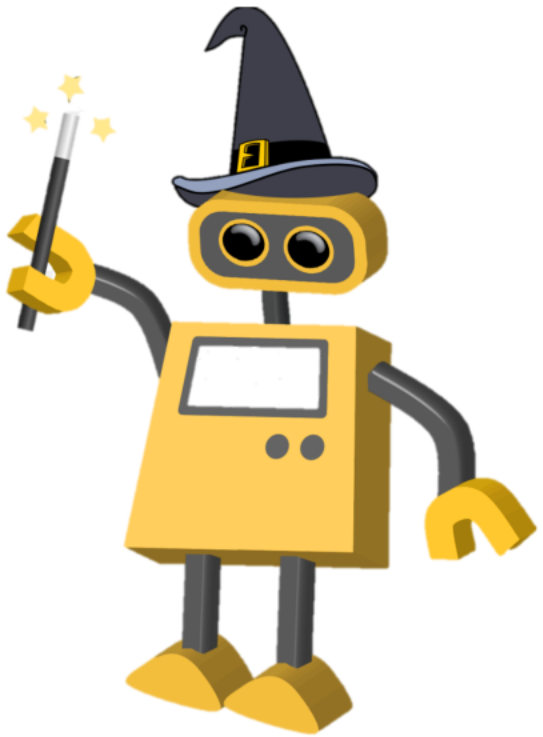


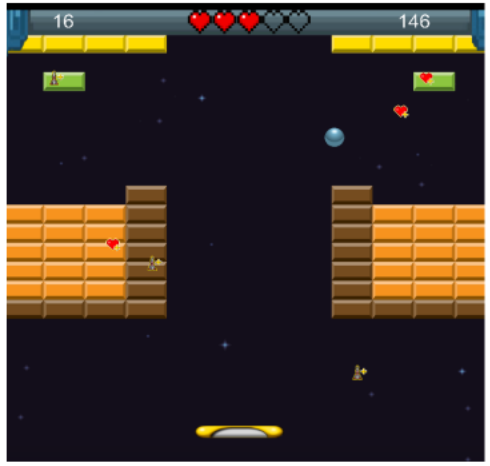
" I'm the master now :) "



" I'm the master now :) "

Main Menu



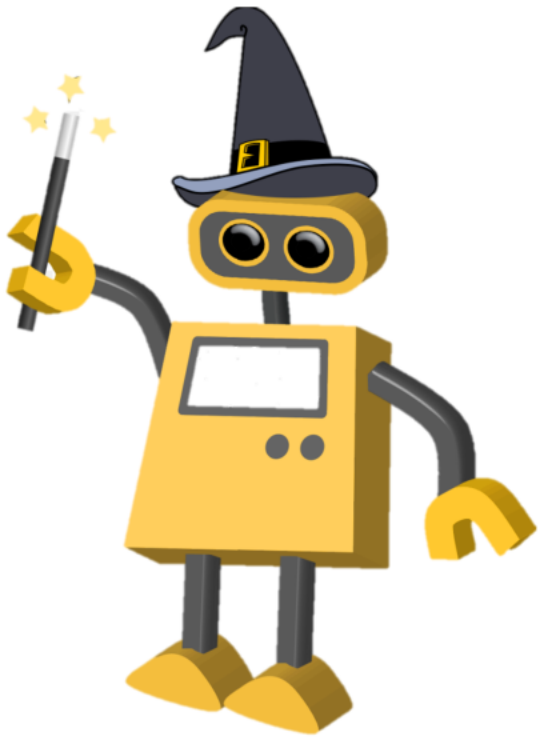


GameRunning

GamePaused

" I'm the master now :) "

Main Menu

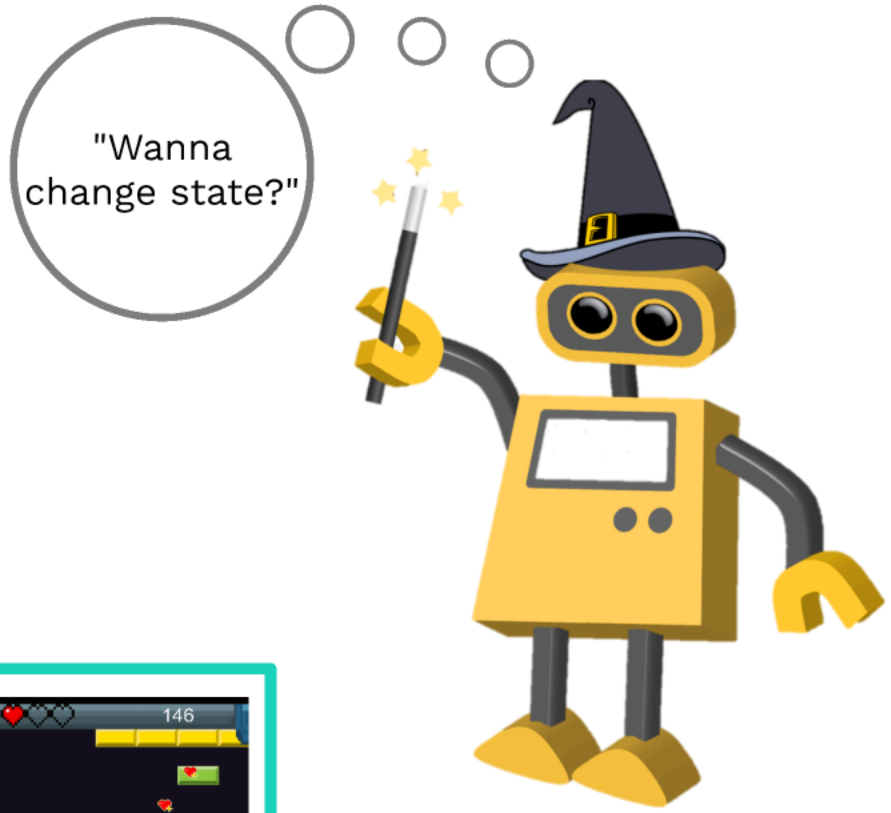


GameRunning

GamePaused

" I'm the master now :) "

Main Menu



GameRunning

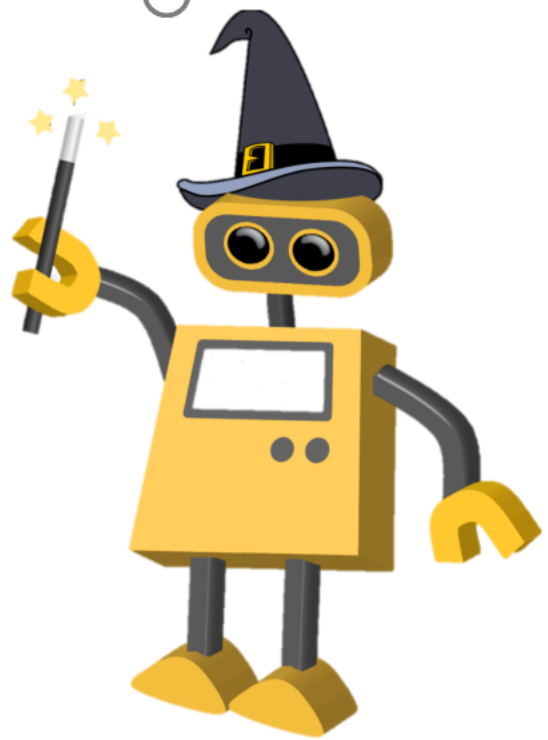
GamePaused

" I'm the master now :) "

Main Menu

"Wanna change state?"

"YES!"



GameRunning

GamePaused

The moral of the story...

The moral of the story...

Good Coding

The moral of the story...

The moral of the story...

High Cohesion and Low Coupling

The moral of the story...

The moral of the story...

State Behavioral Design Pattern

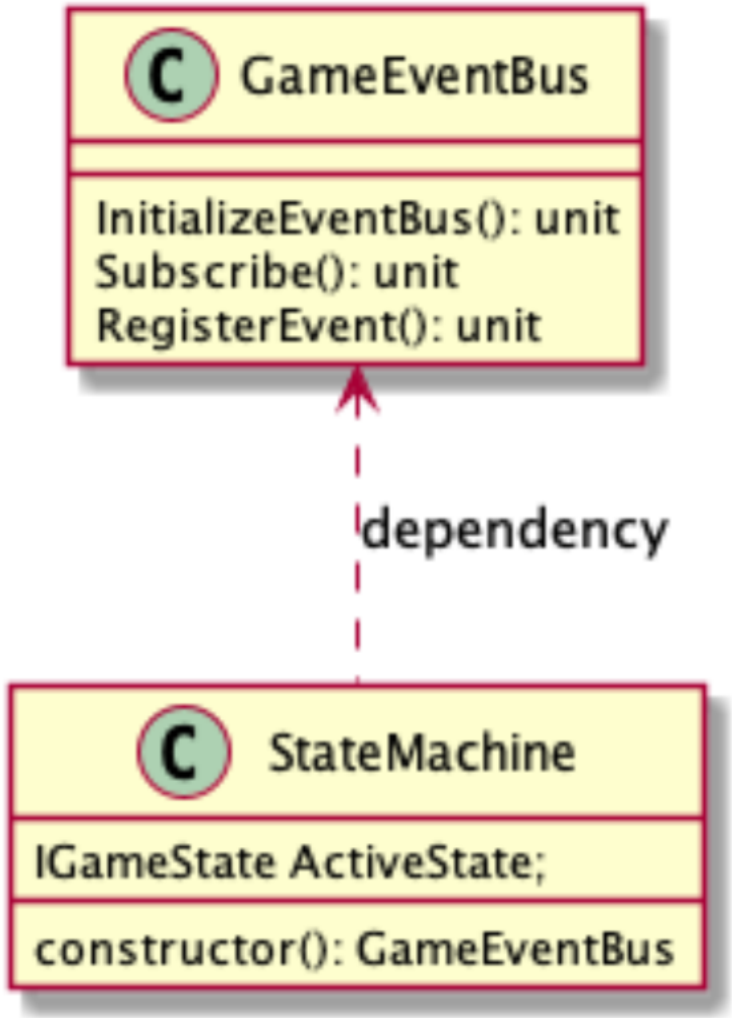
The moral of the story...

The moral of the story...

Observer Design Pattern

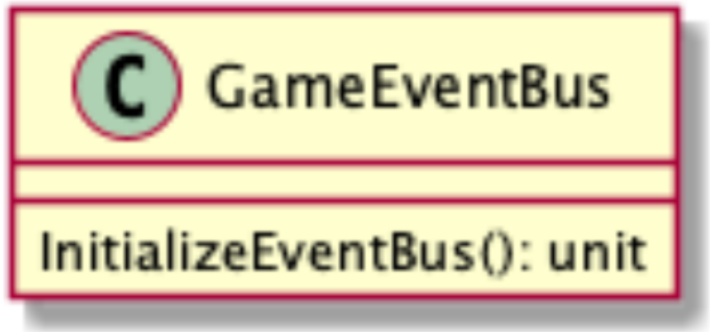
The moral of the story...

The moral of the story...



The moral of the story...

The moral of the story...



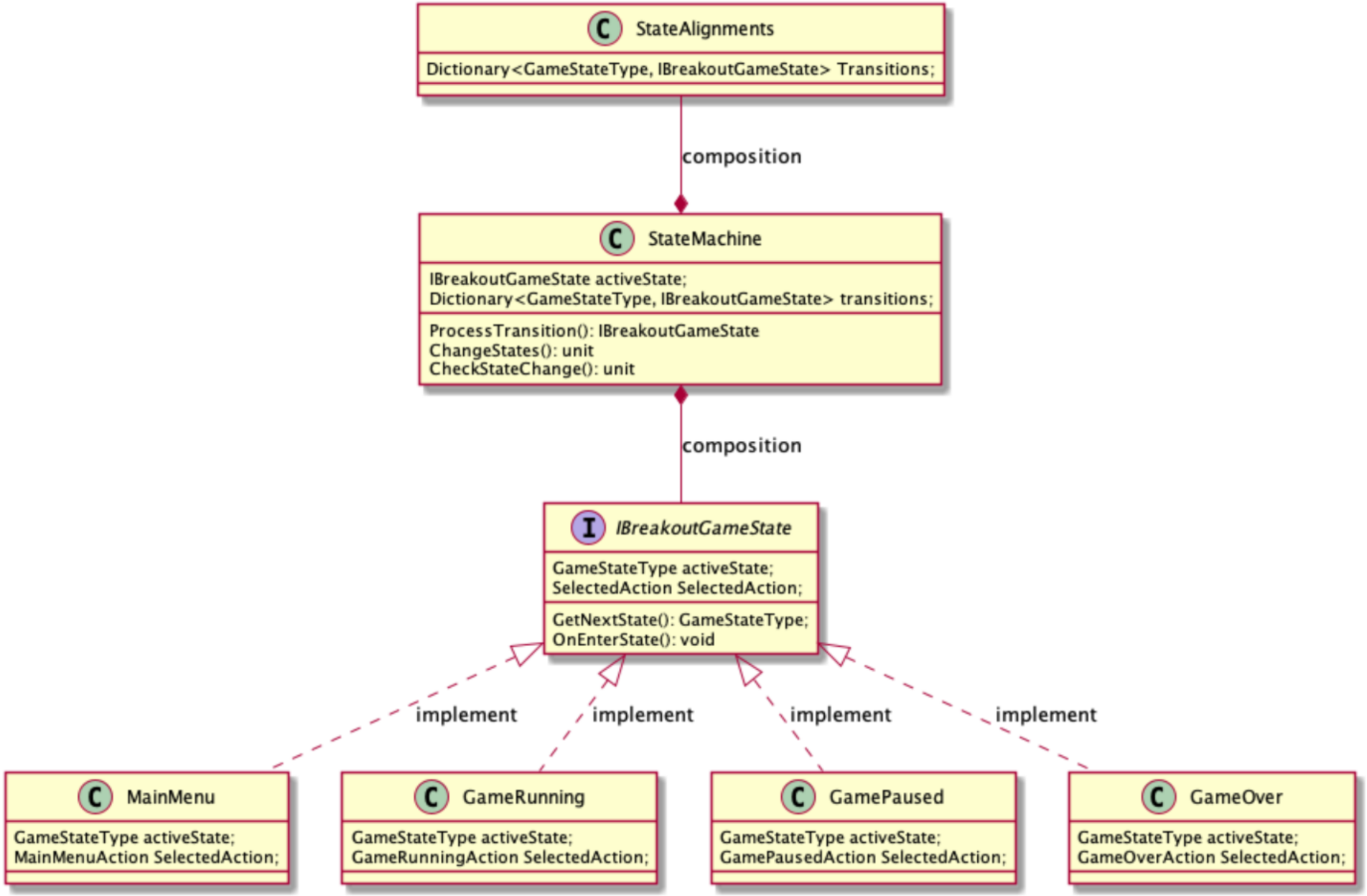
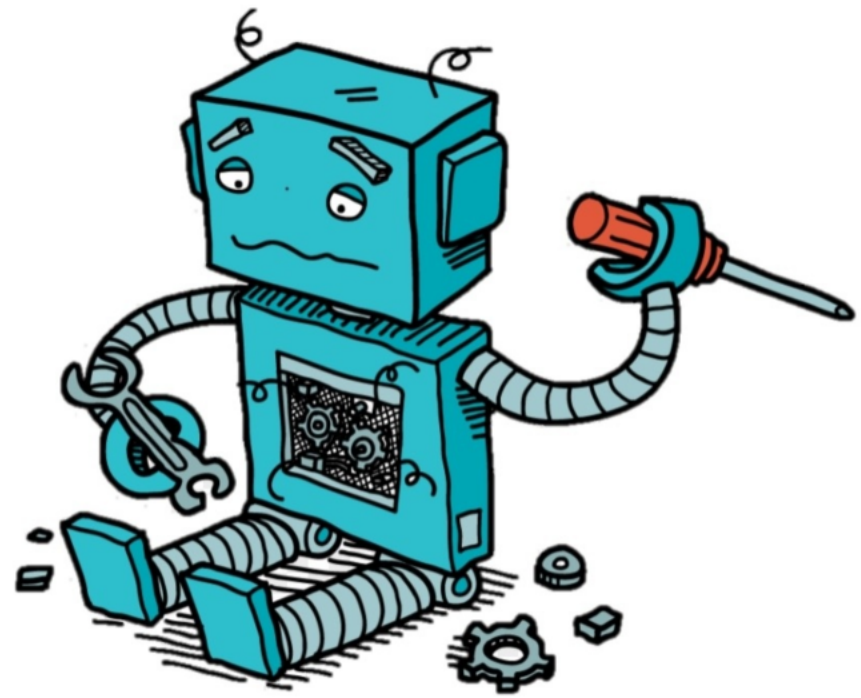
The moral of the story...

The moral of the story...

Open-closed SOLID principle

The moral of the story...

The moral of the story...



REFACTORING STATE MACHINE