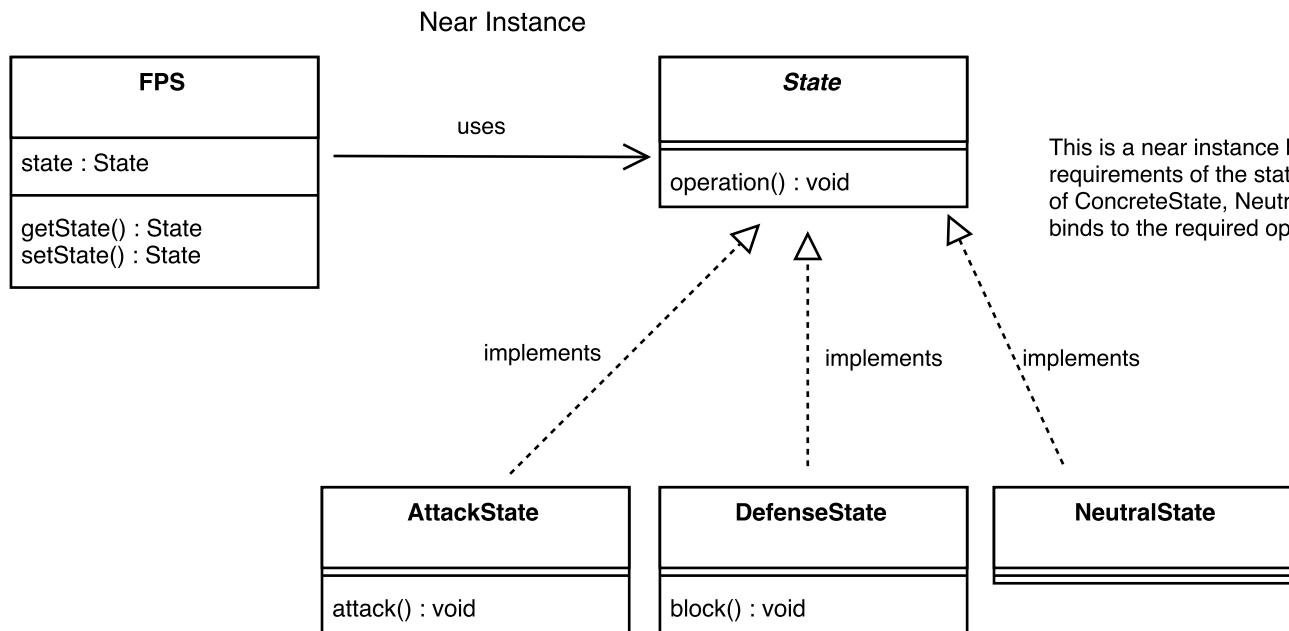
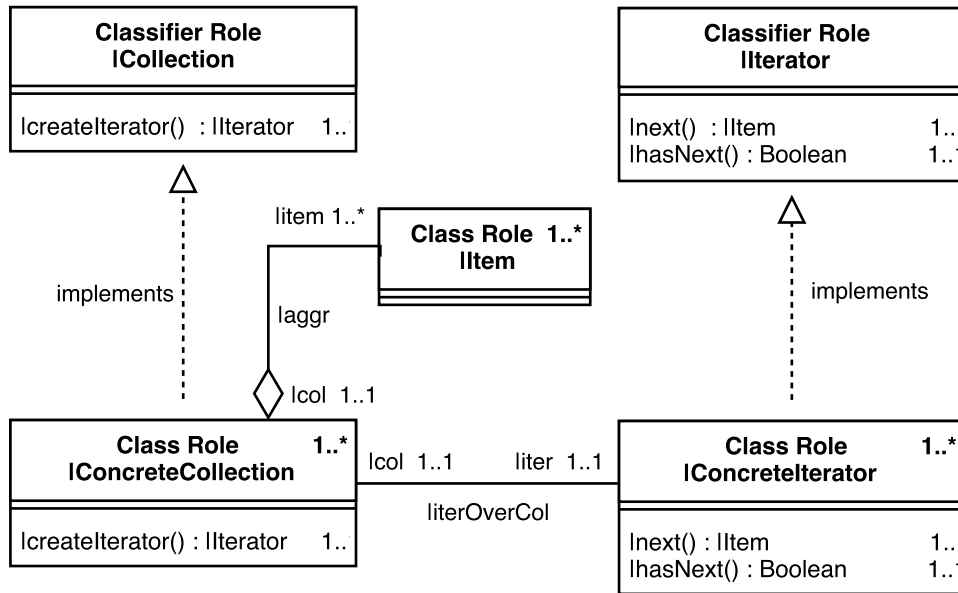


This realization of the state pattern RBML diagram is compliant since every component is realized, and every constraint is satisfied. The FPS class binds to the Context role and includes the required state field, and `getState()` and `setState()` methods. The State interface binds to the State role and includes the `operation()` method. AttackState and DefenseState bind to the ConcreteState role which implements the State interface and each includes a method to bind to the `operation()` method.

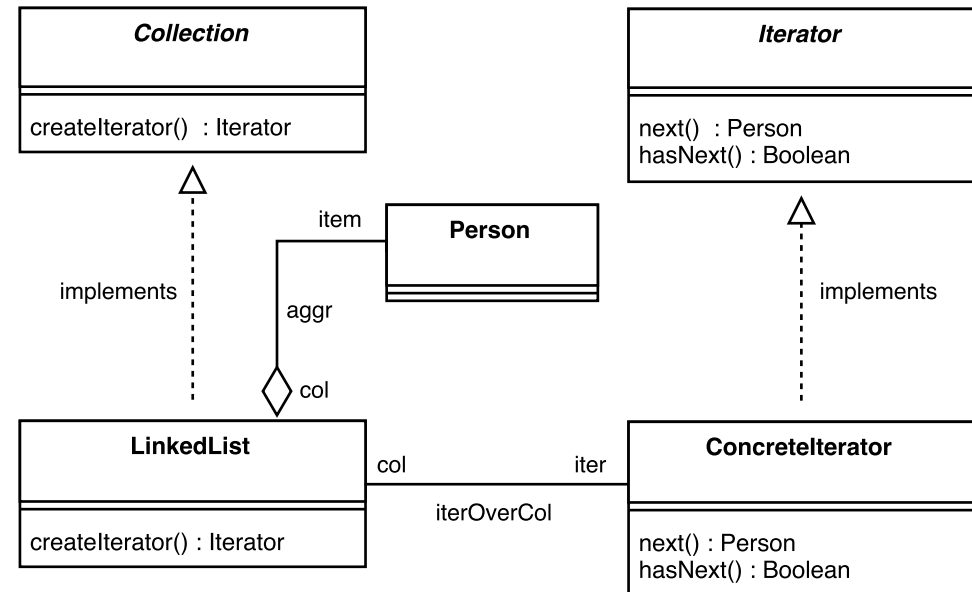


This is a near instance because although it satisfies most of the requirements of the state pattern RBML diagram, it includes an instance of ConcreteState, NeutralState, which does not include a method that binds to the required `operation()` method.

## RBML

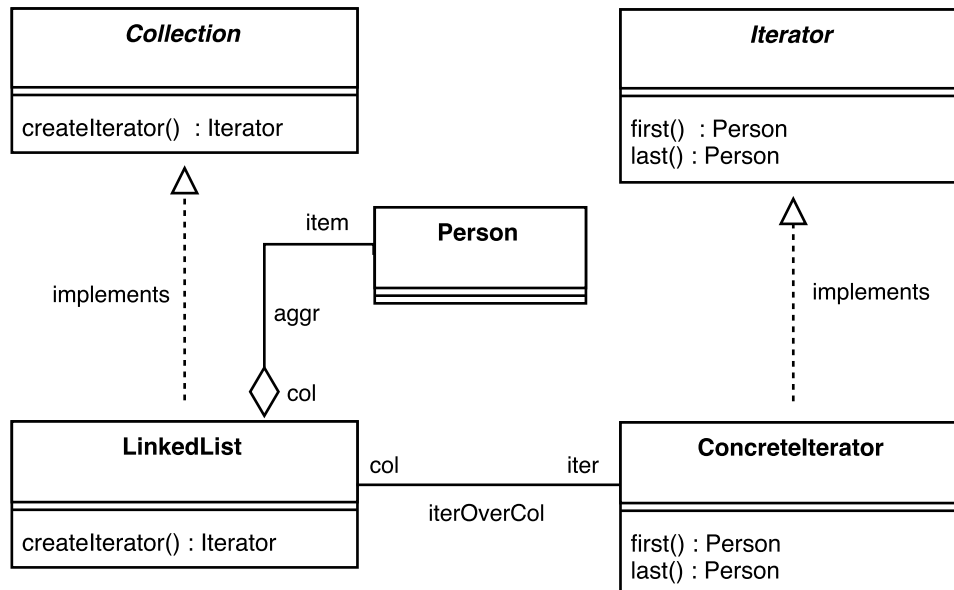


## Realization



This realization of the iterator pattern RBML diagram provides an instantiation of every required role and satisfies all constraints. The Collection interface binds to the Collection role and includes the necessary createIterator() method, the Iterator interface binds to the Iterator role and includes the next() and hasNext() methods. The LinkedList class binds to the ConcreteCollection role, which implements the Collection interface and is an aggregation of the Person class which is a realization of the Item role. The ConcreteIterator class is a realization of the ConcreteIterator role which implements the Iterator interface and is associated with the LinkedList ConcreteCollection.

## Near Instance



This near instance of the iterator pattern RBML diagram since the Iterator interface includes only first() and last() methods which does not satisfy the requirement of having next() and hasNext() methods.

