1. State Pattern is **a way of managing a state**.
2. We will use the State Pattern to say that we have some object that will behave differently based on what state it is.   
   **It doesn’t matter how it got into that state**.  
   If you want to go in detail about State Machine:  
   <https://www.youtube.com/watch?v=HyUK5RAJg1c&list=PL601FC994BDD963E4>
3. Text

   Description automatically generated
4. UML:
   1. **Context**: