1. **Agenda**:
   1. UML Diagram we’re going to implement in java.
2. d
   1. First we have **class Order** which is going to be our **Context Class**.
   2. An order can be in any state 🡪 New, Paid, InTansit, Delivered.
   3. These states are represented by concrete classes which implement OrderState.
   4. You can see Class Order defines some operations but here we will take care of cancel operation 🡺 cancel().
   5. So, if someone calls Order.cancel(), then depending on the current state, one of these implementations of handing cancellation will be called to cancel.  
      The implementation will be decided based on the type of OrderState object which Order object contains.   
      So, the workflow will be different based on the type of current OrderState object which Order object contains.
   6. **Start from 1:07**