Design Pattern

Design patterns are typical solutions to common problems in software design. Each pattern is like a blueprint that you can customize to solve a particular design problem in your code.

- Creational
- Structural
- **Behavioral**

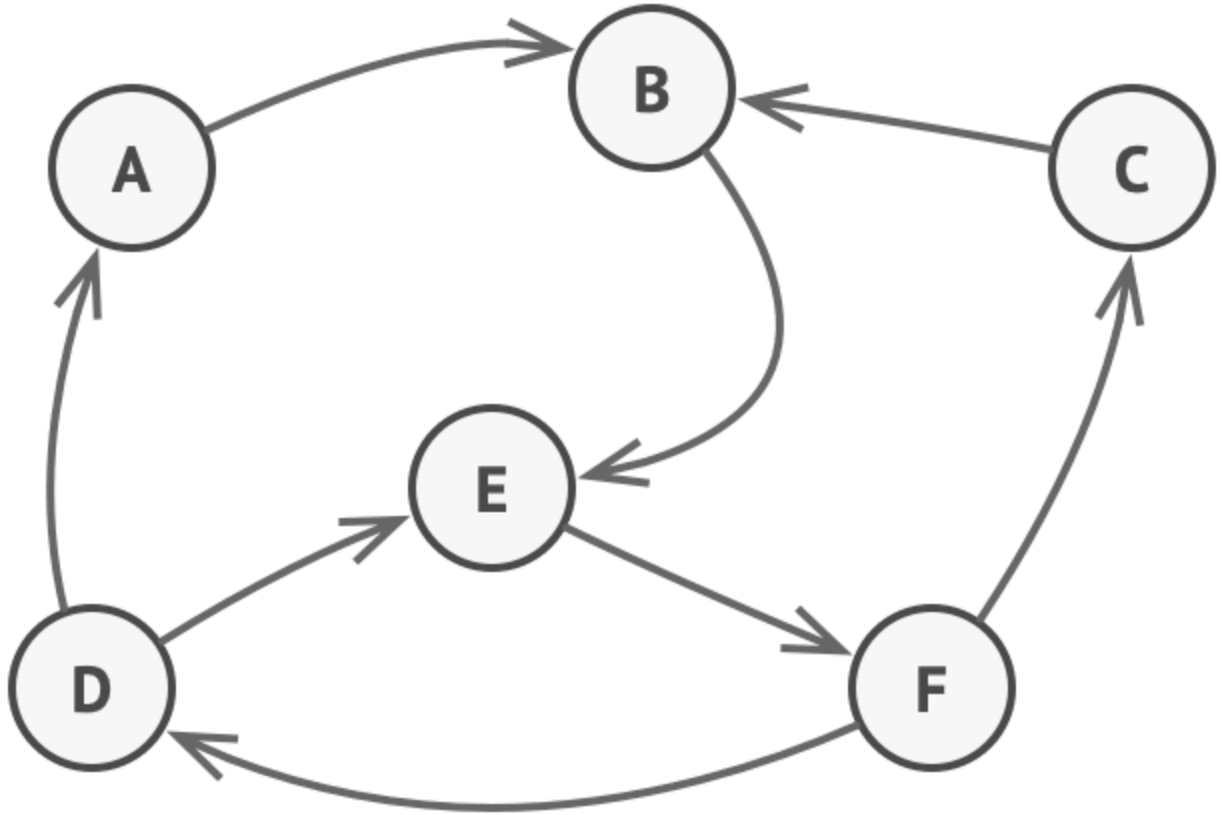
Behavioral Design Pattern

Behavioral design patterns are concerned with algorithms and the assignment of responsibilities between objects.

- Chain of Responsibility
- Command
- Iterator
- Mediator
- Memento
- Observer
- **State**
- Strategy
- Template Method
- Visitor

State

State is a behavioral design pattern that lets an object alter its behavior when its internal state changes. It appears as if the object changed its class.



Example

```
type Featureflag struct {
    State string

    k, v, role string
}

func (d *Featurfelag) Publish() {
    switch d.State {
        case "active":
        case "requested":
        case "approved":
            if d.role != "lead" {
                fmt.Panicln("wrong role")
            }
        case "rejected":
    }
}
```