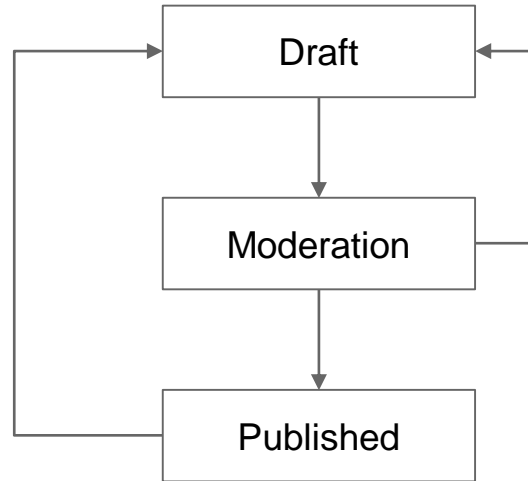


# State



# State



# State

An object changes its behaviour based on an internal state

At any moment, there's a finite number of states a program can be in

State can be encapsulated in an object