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StatePattern\_1262774

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Process: [12260] StatePattern\_1262774.exe

Lifecycle Events

Thread:

Stack Frame:

Form1.csPlatinumState.csGoldState.csSilverState.csOverDrawState.csForm1.cs [Design]BaseState.csCheckingAccount.csICheckingActivity.cs

StatePattern\_1262774StatePattern\_1262774.SilverStateWithdrawMoney(double amt)

General

There are no usable controls in this group. Drag an item onto this text to add it to the toolbox.

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Locals

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Form1

btnTestStatePattern

Search Error List

Line	Suppression State
count.cs 37	Active

Call StackBreakpointsException SettingsCommand WindowImmediate WindowOutputError List

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4 references

class SilverState : BaseState

{

1 reference

public SilverState(double bal, CheckingAccount acct)

{

this.Balance = bal;

this.Account = acct;

}

1 reference

public SilverState(BaseState state)

{

this.Account = state.Account;

this.Balance = state.Balance;

}

3 references

public override void WithdrawMoney(double amt)

{

Balance = Balance - amt - 1; // \$1 transaction fee for Silver

CheckStateChange();

}

Form1

btnTestStatePattern

balance = 1200  
State = GoldState

OK

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