State

Projeto de Software 2018.1

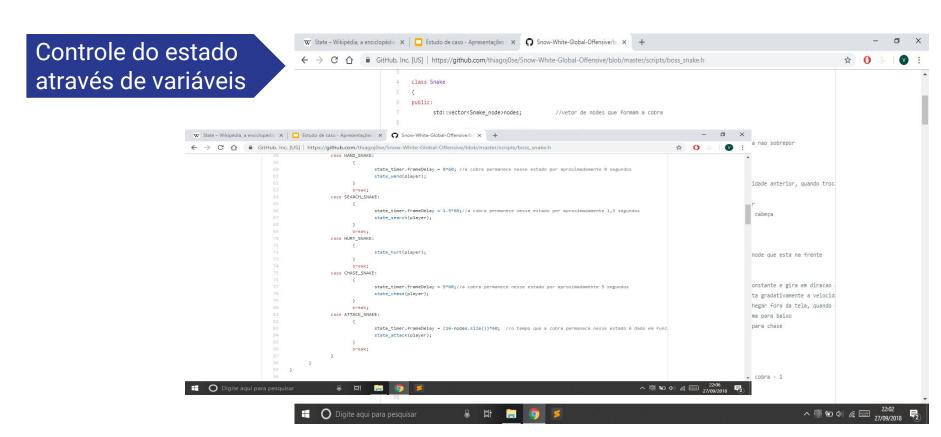
O problema

Modelar o comportamento de um telefone recebendo uma ligação



https://previews.123rf.com/images/magurok/magurok1609/magurok160900043/64043829-keypad-on-smartphone-screen-mobile-phone-call-hand-holds-smartphone-finger-touches-screen-modern-con.jpg

Método ingênuo



Solução

Separar o comportamento de cada estado

Criando uma interface entre o objeto e o cliente

Implementação

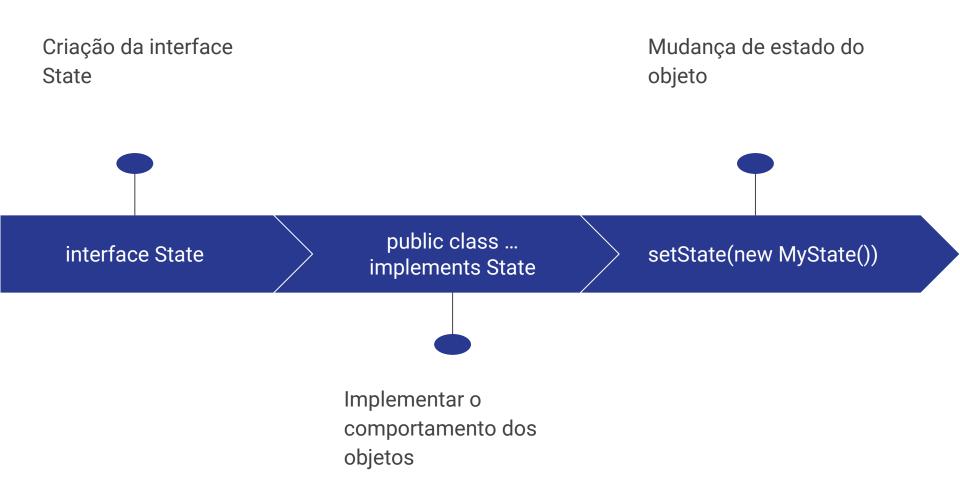
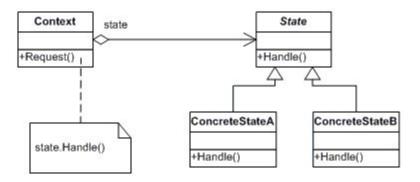


Diagrama UML



https://www.dofactory.com/images/diagrams/net/state.gif