

|  |
| --- |
| **State** |
| **Line** | **Code** |
| **1****2****3****4****5****6****7****8****9****10****11****12****13****14****15****16****17****18****19****20****21****22****23****24****25****26****27****28****29****30****31****32****33****34****35****36****37****38****39****40****41****42****43****44****45****46****47****48****49****50****51****52****53****54****55****56****57****58****59****60****61****62****63** | **using** System;**namespace** State { **interface** State { **void** doAction(Context context); } **class** StartState : State { **public void** doAction(Context context) { Console.WriteLine("Player is in start state"); context.setState(**this**); } **public override string** ToString() { **return** "Start State"; } } **class** StopState : State { **public void** doAction(Context context) { Console.WriteLine("Player is in stop state"); context.setState(**this**); } **public override string** ToString() { **return** "Stop State"; } } **class** Context { **private** State state; **public** Context() { state = **null**; } **public void** setState(State state) { **this**.state = state; } **public** State getState() { **return** state; } } **class** Program { **static void** Main() { Context context = **new** Context(); StartState startState = **new** StartState(); startState.doAction(context); Console.WriteLine(context.getState()); StopState stopState = **new** StopState(); stopState.doAction(context); Console.WriteLine(context.getState()); Console.ReadKey(); } }} |