**Reading Assignment 12 – Chapter 10 Questions**

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Instructions:

* Read pages 385-423 of your text.
* Type answers to the questions below (don’t remove questions).
* Submit work on BlazeView.
1. Describe, in general, the “normal” approach to implementing code based on a state diagram (p.386-396).
2. Describe the general situation where this “normal” approach is more acceptable.
3. Describe the shortcomings of the “normal” approach by examining the code on p.390-391.
4. What general types of things are contained in a State interface?
5. Describe, in general, the State Pattern approach to implementing code based on a state diagram.
6. Answer the *Brain Power* on page 405.
7. (Omit) Look carefully at the code on page 403 and draw a class diagram.
8. Read the definition of the State pattern. What does it mean when it says, “The object will appear to change its class.”
9. (Omit) Discuss the difference in intent between the Strategy and State patterns.
10. Describe the two ways state transitions can take place.
11. (Omit) Do clients ever interact with states?
12. (Omit) Brainstorm several situations where the State pattern might be useful. Briefly discuss.