CMSC 132: OBJECT-ORIENTED PROGRAMMING II

State Design Pattern / Dynamic Systems

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State Pattern

• **Definition**
  • Represent change in an object’s behavior using its member classes

• **Where to use & benefits**
  • Control states without many if-else statements
  • Represent states using classes
  • Every state has to act in a similar manner
  • Simplify and clarify the program

• **Example**
  • States representing finite state machine (FSM)
    • **Original**
      • Each method chooses action depending on state
      • Behavior may be confusing, state is implicit
    • **Using pattern**
      • State interface defines list of actions for state
      • Define inner classes implementing State interface
      • Finite state machine instantiates each state and tracks its current state
      • Current state used to choose action
  • **Example**: StateCode
State Example – Original Code

public class FickleFruitVendor {
    boolean wearingHat;
    boolean isHatOn() { return wearingHat; }
    String requestFruit() {
        if (wearingHat) {
            wearingHat = false;
            return "Banana";
        } else {
            wearingHat = true;
            return "Apple";
        }
    }
}
State Example

public interface State {
    boolean isHatOn();
    String requestFruit();
}

public class FickleFruitVendor {
    State wearingHat = new WearingHat();
    State notWearingHat = new NotWearingHat();

    // track current state of Vendor
    State currentState = wearingHat;

    // behavior depends on current state
    public boolean isHatOn() {
        return currentState.isHatOn();
    }
    public String requestFruit() {
        return currentState.requestFruit();
    }
}

// Inner class
public class WearingHat implements State {
    boolean isHatOn() { return true; }
    String requestFruit() {
        // change state
        currentState = notWearingHat;
        return "Banana";
    }
}

// Inner class
public class NotWearingHat implements State {
    boolean isHatOn() { return false; }
    String requestFruit() {
        // change state
        currentState = wearingHat;
        return "Apple";
    }
}

} // End of FickleFruitVendor class

Apple

Wearing Hat

Not Wearing Hat

Banana
Dynamic Systems

- **Dynamic Systems**: Systems that change dynamically over time. Such systems arise naturally when writing programs involving [graphical user interfaces](#) (video games, interactive graphics). Some issues:
  - How does the system respond to external events or stimuli? Called reactive or event-driven systems.
  - **State transition**: Most dynamic systems are defined in terms of information called its state.
    - What are the possible states the system can be in?
    - What sorts of state transitions are possible, and under what circumstances do transitions occur?
    - What actions are performed in each state?
Dynamic Systems

- **Examples:**
  - **DVD Player/Recorder:** Behavior to remote control commands varies depending on the operating state: recording, playback, idle.
  - **Figure drawing program** (e.g. Paint): The meaning of mouse actions depends on the drawing state: line, curve, ellipse, rectangle, polygon.
  - **Video game:** The meaning of user inputs depends on the current context in which the game is operating.
  - **Digital watch:** Has various modes (clock, stop watch, timer) and the meaning of buttons varies with the mode.

- How do we **design programs** for such event-driven systems?
State Transition Systems

• These systems have a number of elements in common:

  **Events**: Inputs/Stimuli come in the form of events (rather than traditional text prompt + text input).

  **State**: The behavior depends on **internal information** (which the user cannot see) called the system’s **state** or **context**.

  **Transitions**: Events can cause changes in the context and other state information.

  **Actions**: Actions (which the user may or may not see) are performed in response to each event/transition.

  **(Spontaneous actions)**: Some actions take place without any user input. (Example: animation in a video game.) These can be modeled as responses to system-generated events, like timer events.
Calculator

• Let us consider the case of a simple **interactive calculator**.
  
  **Events**: occur when user hits the keys.
  
  **State**: Operands, memory, internal state of the computation (more about this later).
  
  **Actions**: Perform calculations, update the display.

• What **internal state** information is needed?

• **Example**: “3 4 + 5 6 = ”

  When the “=” is processed, the calculator has saved the following information internally:
  
  **First operand**: “34” (call this **v1**)
  
  **Operator**: “+” (call this **op**)
  
  **Second operand**: “56” (call this **v2**)

• It must also know **which operand** it is reading, first or second.
**Calculator**

- **Calculator**: Has three states, or contexts:
  - **Reading-First-Operand (RFO)**: reading digits for the first operand.
  - **Reading-Second-Operand (RSO)**: reading digits for the second operand.
  - **Error (ERR)**: An error occurs (e.g., invalid operand or divide by 0).

- **Example**:

<table>
<thead>
<tr>
<th>Input:</th>
<th>Context:</th>
<th>Action:</th>
<th>Display:</th>
</tr>
</thead>
<tbody>
<tr>
<td>(init)</td>
<td>RFO</td>
<td>reset(v1)</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>RFO</td>
<td>v1 += &quot;3&quot;</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>RFO</td>
<td>v1 += &quot;4&quot;</td>
<td>34</td>
</tr>
<tr>
<td>+/-</td>
<td>RFO</td>
<td>v1 ← procUnary: &quot;34&quot;, &quot;+/−&quot;</td>
<td>−34</td>
</tr>
<tr>
<td>+</td>
<td>RSO</td>
<td>op ← &quot;+&quot;, reset(v2)</td>
<td>−34</td>
</tr>
<tr>
<td>5</td>
<td>RSO</td>
<td>v2 += &quot;5&quot;</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>RSO</td>
<td>v2 += &quot;6&quot;</td>
<td>56</td>
</tr>
<tr>
<td>*</td>
<td>RSO</td>
<td>v1 ← procBinary: &quot;−34&quot;, &quot;+&quot;, &quot;56&quot;</td>
<td>22</td>
</tr>
<tr>
<td></td>
<td></td>
<td>reset(v2)</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>RSO</td>
<td>v2 += &quot;2&quot;</td>
<td>2</td>
</tr>
<tr>
<td>1/x</td>
<td>RSO</td>
<td>v2 ← procUnary: &quot;2&quot;, &quot;1/x&quot;</td>
<td>0.5</td>
</tr>
<tr>
<td>=</td>
<td>RFO</td>
<td>v1 ← procBinary: &quot;22&quot;, &quot;∗&quot;, &quot;0.5&quot;</td>
<td>11</td>
</tr>
</tbody>
</table>
State-Transition Diagram

- How does the calculator know what operation to perform with each event? This is based on its state, or context (RFO, RSO, ERR).
- We can describe the behavior using a **state-transition diagram**.
  - **Nodes**: represent possible **states** the system can be in. A black circle is the initial or starting state.
  - **Arcs or Edges**: represent possible **transitions**. Each is labeled with a pair “Event/Action” where:
    - **Event**: event that triggers the transition.
    - **Action**: action/computation performed as a result of the event.
(Simplified) State-Transition Diagram

Digit(x) / \{v1 \,+= x\}

BinaryOp(x) / \{op \,\leftarrow \,x; \,\text{reset}(v2)\}

UnaryOp(x) / \{v1 \,\leftarrow \,x \,\text{v1}\}

Assign / \{v1 \,\leftarrow \,v1 \,\text{op v2}\}

UnaryOp(x) / \{v2 \,\leftarrow \,x \,\text{v2}\}

RFO

RSO

Initial state

Clear: \{\text{reset}(v1)\}

(from any state)

(AnyError) / \{\}\n
ERR

If there is no transition for a particular event from some state, then the event is ignored.

To keep the diagram simple, these two transitions are the same for all states.
Programming State-Transition Diagrams

- You can use **if-the-else** and/or **switch** statements to control the processing.

**Example:**

```javascript
if ( event == X ) { // some event X encountered
    switch ( state ) {
        case STATE1:
            // processing for event X in state 1
            break;
        case STATE2:
            // processing for event X in state 2
            break;
    }
} else if ( event == Y ) { // event Y encountered
    // same thing
} // etc...
```

- You can use the **state design pattern**