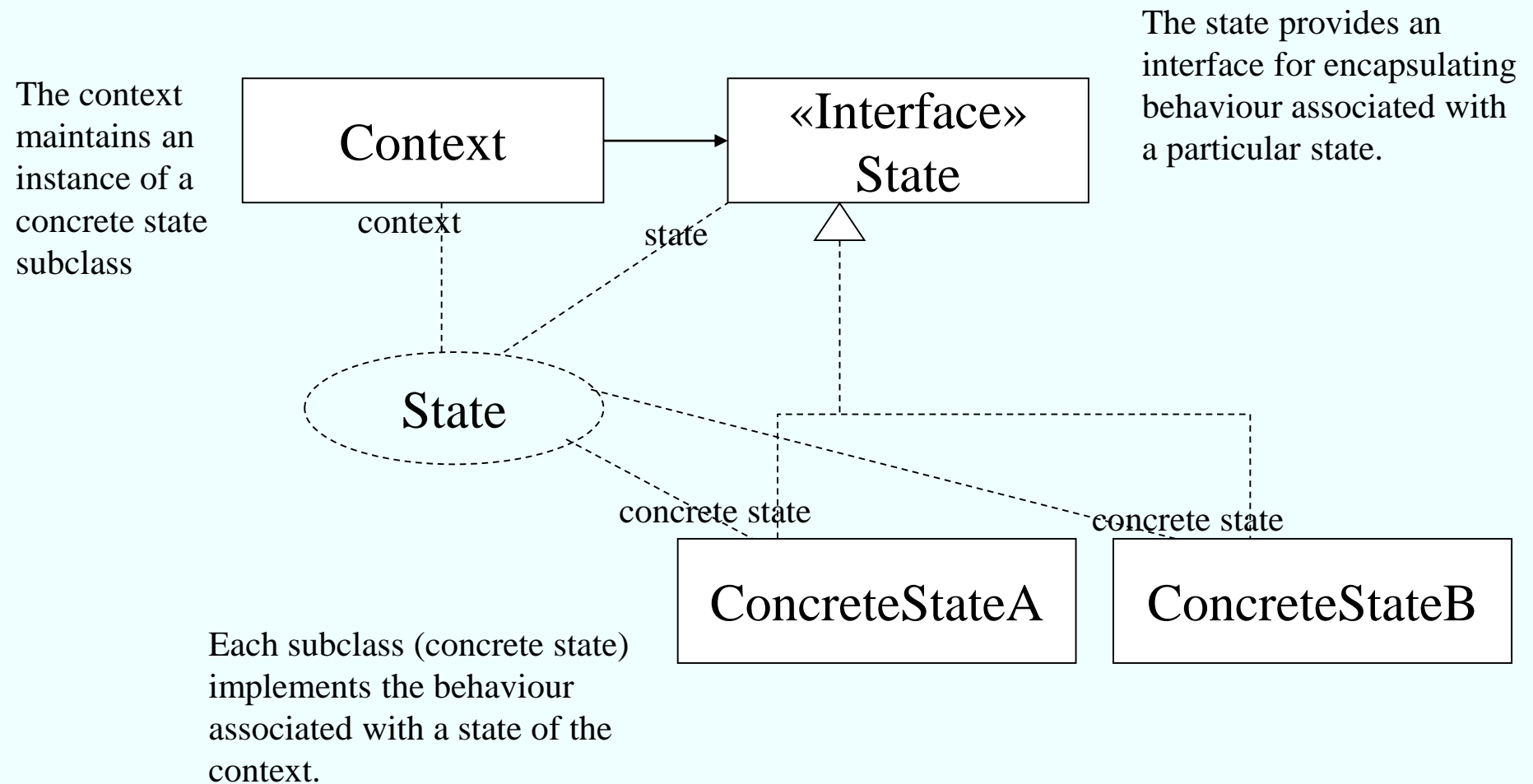


State Pattern

Generic UML class diagram:



State - Text Example

Consider the first version of the gumball machine application

What is the *cyclomatic complexity*?

<http://blogs.msdn.com/b/zainnab/archive/2011/05/17/code-metrics-cyclomatic-complexity.aspx>

<http://publib.boulder.ibm.com/infocenter/rassan/v6r0/index.jsp?topic=%2Fcom.ibm.raa.analyze.doc%2Fcommon%2Fccyccom.html>

<http://hissa.nist.gov/HHRFdata/Artifacts/ITLdoc/235/chapter2.htm>

State - Text Example

Consider the **state diagram** from the text's gumball machine diagram... page 386

Consider the correspondence between the statechart diagram, class diagram, code for the text's example. What cyclomatic complexity values are there now?

Knowing the state pattern is used, and knowing the pertinent statechart diagram, you know how the classes are organized.