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StateMachine¶. While State has a way to allow the client programmer to change the implementation, StateMachine imposes a structure to automati- cally change the implementation from one object to the next. The current implementation represents the state that a system is in, and the system be- haves differently from one state to the next (because it uses State).

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#### State - Refactoring and Design Patterns

State machines are awesome, from cases that require simple state management, to metric reporting, they have proven to be very useful and extensi- ble. The above technique was a product of implementing a state machine to handle SIP signaling events (for VoIP) and measure deltas between incom- ing events (to gain a better understanding of our pain points).

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We recognized this pretty quickly as a finite-state machine design pattern, which consists of infallible state handlers and valid state transitions. This allows us to address the issues mentioned above: Break up the Provider trait methods for running the Pod into short, single-focus state handler methods.

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State Machine Motivation. Our applications are full of state machines. Enabled and disabled UI elements, abstractions of devices and business logic. Implementing these state machines with the state pattern is overly complicated. Therefore, we implemented a state machine component that allows implementing a state machine as a single class.

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