

Forum:[Hack Forums](#)

Thread: [Finite State Machine Help!](#)

Vaws - March 16, 2014, 8:33 pm

Im trying to implement a finite state machine to handle the AI of my game's AI. Ive implemented finite state machine in c++ before using function pointers but i do not know how to do it in java due to lack of these. If you could help, please pm me or message me on skype: imomniscient

SIM-2015410 - March 16, 2014, 11:25 pm

Im a bit busy at the moment, but i just found this which might be of interest to you:

<http://stackoverflow.com/questions/13221168/how-to-implement-a-fsm-finite-state-machine-in-java>

You could use an enum of states, and each AI can base its actions on the State it is in.

Ben121 - March 17, 2014, 3:34 am

You can replicate function pointers with lambdas or interfaces.

SIM-2015410 - March 17, 2014, 11:36 am

(Mar 17, 2014 03:34 AM)Ben121 Wrote: [\[CITE\]](#) You can replicate function pointers with lambdas or interfaces.

You can only use lambdas if you are using java 8 ?