

```
package com.sxt.command;

public interface Command {
    /**
     * 返回结果为空的方法
     * 实际项目中，可以根据需求设计多个不同的方法
     */

    void execute();
}

class ConcreteCommand implements Command{
    private Receiver receiver;

    public ConcreteCommand(Receiver receiver) {
        this.receiver=receiver;
    }

    @Override
    public void execute() {
        //命令真正执行前或者执行后，执行相关的处理!
        receiver.action();
    }
}
```