

```
package com.command;

public class RemoteController {

    // 开 按钮的命令数组
    Command[] onCommands;
    Command[] offCommands;

    // 执行撤销的命令
    Command undoCommand;

    // 构造器，完成对按钮初始化

    public RemoteController() {

        onCommands = new Command[5];
        offCommands = new Command[5];

        for (int i = 0; i < 5; i++) {
            onCommands[i] = new NoCommand();
            offCommands[i] = new NoCommand();
        }
    }

    // 给我们的按钮设置你需要的命令
    public void setCommand(int no, Command onCommand, Command
offCommand) {
        onCommands[no] = onCommand;
        offCommands[no] = offCommand;
    }

    // 按下开按钮
    public void onButtonWasPushed(int no) { // no 0
        // 找到你按下的开的按钮，并调用对应方法
        onCommands[no].execute();
        // 记录这次的操作，用于撤销
        undoCommand = onCommands[no];
    }

    // 按下关按钮
    public void offButtonWasPushed(int no) { // no 0
        // 找到你按下的关的按钮，并调用对应方法
        offCommands[no].execute();
        // 记录这次的操作，用于撤销
        undoCommand = offCommands[no];
    }
}
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}
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// 按下撤销按钮
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public void undoButtonWasPushed() {  
    undoCommand.undo();
```

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}
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}
```