

Command



Dmitri Nesteruk
QUANTITATIVE ANALYST

@dnesteruk <http://activemesa.com>



Overview



Motivation

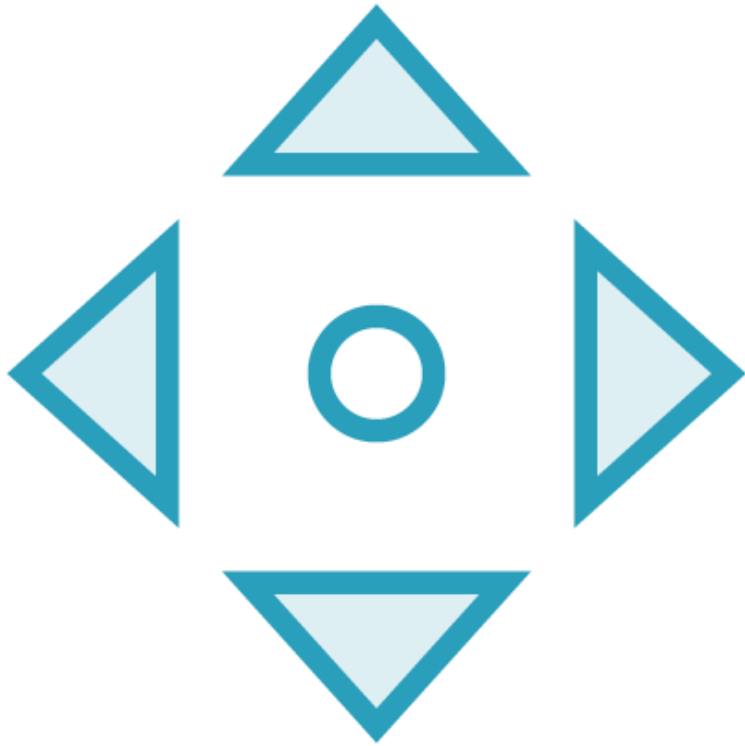
Command

Undo and Redo

Composite Command



Motivation



Ordinary C++ statements are perishable

- Cannot undo a field assignment
- Cannot directly serialize a sequence of actions

Want an object that represents an operation

- X should change its Y to Z
- X should do W

Uses: GUI commands, multi-level undo/redo, macro recording and more!

Command

An object which represents an instruction to perform a particular action. Contains all information necessary for the action to be taken.



Summary



Encapsulate all details of an operation in a separate object

Define instructions for applying the command (either in the command itself, or elsewhere)

Optionally define instructions for undoing the command

Can create composite commands (a.k.a. macros)