using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace CommandDesignPatternExample1

{

public class Document

{

public void Open()

{

Console.WriteLine("Document Opened");

}

public void Save()

{

Console.WriteLine("Document Saved");

}

public void Close()

{

Console.WriteLine("Document Closed");

}

}

public interface ICommand

{

void Execute();

}

public class OpenCommand : ICommand

{

private Document document;

public OpenCommand(Document doc)

{

document = doc;

}

public void Execute()

{

document.Open();

}

}

class SaveCommand : ICommand

{

private Document document;

public SaveCommand(Document doc)

{

document = doc;

}

public void Execute()

{

document.Save();

}

}

class CloseCommand : ICommand

{

private Document document;

public CloseCommand(Document doc)

{

document = doc;

}

public void Execute()

{

document.Close();

}

}

public class MenuOptions

{

private ICommand openCommand;

private ICommand saveCommand;

private ICommand closeCommand;

public MenuOptions(ICommand open, ICommand save, ICommand close)

{

this.openCommand = open;

this.saveCommand = save;

this.closeCommand = close;

}

public void clickOpen()

{

openCommand.Execute();

}

public void clickSave()

{

saveCommand.Execute();

}

public void clickClose()

{

closeCommand.Execute();

}

}

class Program

{

static void Main(string[] args)

{

Document document = new Document();

ICommand openCommand = new OpenCommand(document);

ICommand saveCommand = new SaveCommand(document);

ICommand closeCommand = new CloseCommand(document);

MenuOptions menu = new MenuOptions(openCommand, saveCommand, closeCommand);

menu.clickOpen();

menu.clickSave();

menu.clickClose();

Console.ReadKey();

}

}

}