Command Pattern Tutorial

A. Download the source code from the Moodle
   a. Contains three receivers, command interface, noCommand, invoker, and the client code which is supposed to run everything
B. Create a new Java project
C. Add the classes you downloaded in A to your project

Tasks

1) In the code you downloaded, there are three receivers; Light, TV, and the CeilingFan
   a. For each one of them write the required commands to wrap the functionalities described in their code
   b. Each command must have an implementation of the undo function
2) Open the invoker class "RemoteControlWithSingleUndo", write the necessary code in the places where it is mentioned fill code
   a. The invoker must support undo of the last executed command
3) The main class or the test class is called RemoteLoader, this class contains several requests where you have to write missing code, please follow them one by one.
4) Make a copy from the invoker class "RemoteControlWithSingleUndo"
   a. Make the necessary changes to make support undoing the last 3 commands
   b. Update the RemoteLoader to show that the changes in 4.a is working
5) Add new command, call it RunThemAll which takes an array of commands; switch the light on command, switch TV on command, and switch the Ceiling fan on with High speed
   a. run them in order,
   b. the undo implementation should run the undo of the given commands in backward order, update
   c. make a copy from the RemoteLoader
      i. instantiate couple of commands
      ii. instantiate the RunThemAll command
      iii. run it