

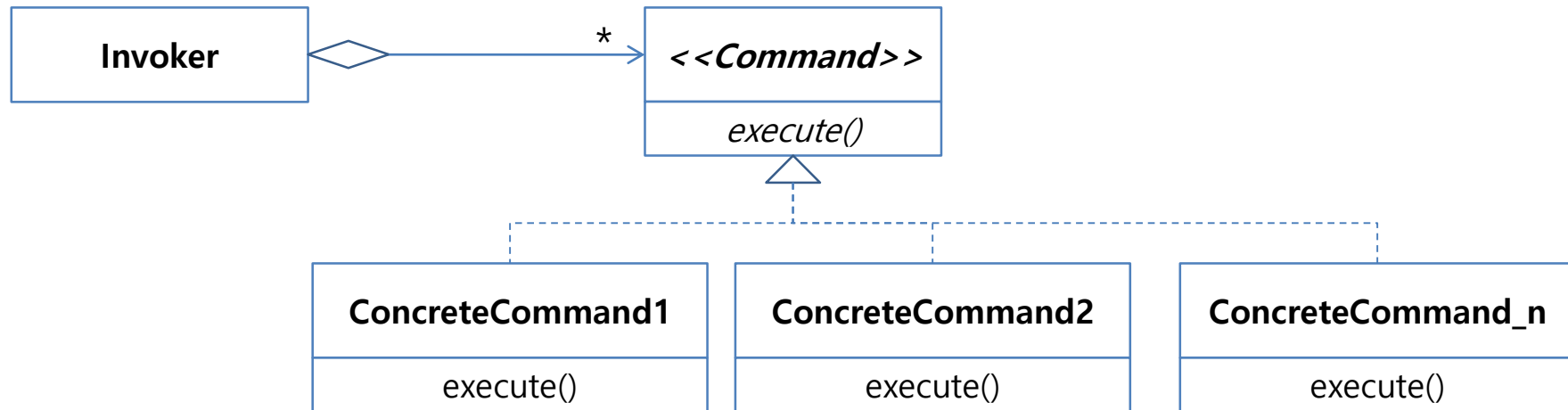
2024년 상반기 K-디지털 트레이닝

Command - 명령을 클래스로 표현한다

[KB] IT's Your Life

✓ Command 패턴

- 기본 골격은 전략 패턴
- 수행해야할 작업을 추상화 한 것
- 주로 메뉴/url 처리에 적용되는 패턴
 - 명령을 식별하는 정보(키, 인덱스)와 실제 Command를 쌍으로 맵핑
 - 명령에 따라 여러 Command를 컬렉션/배열에 담다
 - 일관된 형태로 명령을 실행



Command.java

```
package org.scoula.command;  
  
public interface Command {  
    void execute();  
}
```

CreateCommand.java

```
package org.scoula.command;

public class CreateCommand implements Command{
    @Override
    public void execute() {
        System.out.println("Create Command");
    }
}
```

OpenCommand.java

```
package org.scoula.command;

public class OpenCommand implements Command{
    @Override
    public void execute() {
        System.out.println("Open Command");
    }
}
```

ExitCommand.java

```
package org.scoula.command;

public class ExitCommand implements Command{
    @Override
    public void execute() {
        System.out.println("Exit Command");
    }
}
```

App.java

```
package org.scoula;

public class App {
    Command[] commands;

    public App() {
        commands = new {
            new CreateCommand(),
            new OpenCommand(),
            new ExitCommand()
        }
    }

    public run() {
        int ix = 실행할 인덱스 선정;
        commands[ix].execute();
    }
}
```