**Exercise 9: Implementing the Command Pattern**

**Scenario:**

You are developing a home automation system where commands can be issued to turn devices on or off. Use the Command Pattern to achieve this.

**Steps:**

1. **Create a New Java Project:**

A new Java project is created and is named as **CommandPatternExample**.

1. **Define Command Interface:**

An interface Command is created with a method **execute()**. The code is provided In the wordpad.

1. **Implement Concrete Commands:**

The classes **LightOnCommand**, **LightOffCommand** are created that implement Command. The code is provided In the wordpad.

1. **Implement Invoker Class:**

A class **RemoteControl** is created that holds a reference to a Command and a method to execute the command. The code is provided In the wordpad.

1. **Implement Receiver Class:**

A class **Light is created** with methods to turn on and off. The code is provided In the wordpad.

1. **Test the Command Implementation:**

A test class is created to demonstrate issuing commands using the **RemoteControl**. The code is provided In the wordpad.