**Command Design Pattern**

**Problem:**

The objective of this exercise is to implement the command design pattern.

**Steps:**

1. First, we'll create our **command interface**:
2. Now let's create two **concrete commands**. One will turn on the lights, another turns off lights:
3. Light is our **receiver** class, so let's set that up now:
4. Following the step 2 and 3, create commands for the GarageDoorOpenCommand and GarageDoorCloseCommand, and the receiver GarageDoor
5. Our **invoker** in this case is the remote control.
6. set up a **client** to use the invoker

//Client

public class Client{

public static void main(String[] args) {

RemoteControl control = new RemoteControl();

Light light = new Light();

Command lightsOn = new LightsOnCommand(light);

Command lightsOff = new LightsOffCommand(light);

GarageDoor garageDoor = new GarageDoor ();

Command garageDoorOpen = new GarageDoorOpenCommand (garageDoor);

Command garageDoorClose = new GarageDoorCloseCommand (garageDoor);

//switch on

control.setCommand(lightsOn);

control.pressButton();

//switch off

control.setCommand(lightsOff);

control.pressButton();

//switch on

control.setCommand(garageDoorOpen);

control.pressButton();

//switch off

control.setCommand(garageDoorClose);

control.pressButton();

}

}

**What to turn in: take a reference to E5**.