

Command Design Pattern

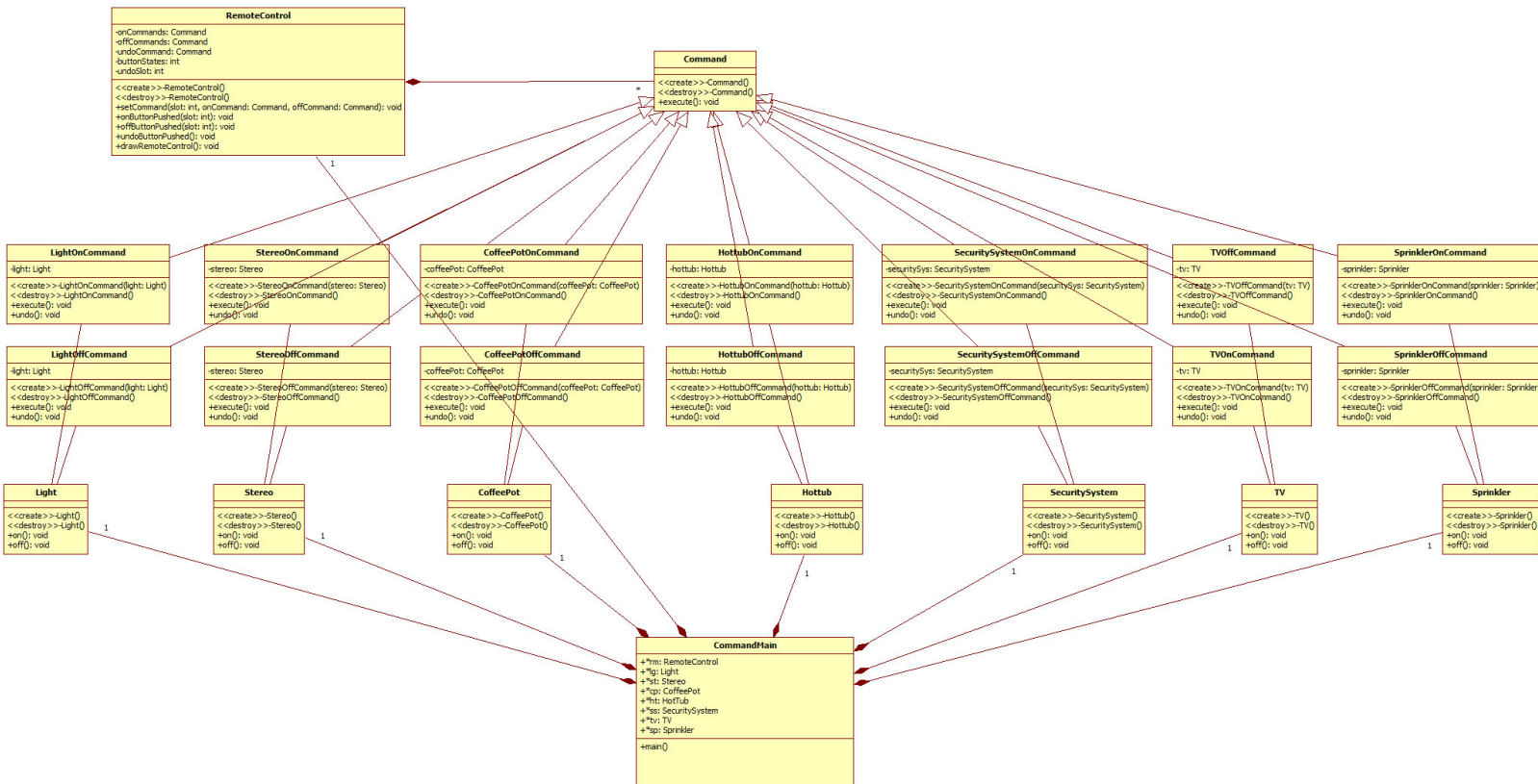
GoF Statement:

Encapsulates a request as an object, thereby letting you parameterize other objects with different requests, queue or log requests, and support undoable operations.

Category:

Behavioral

UML Diagram:



Description of the Demonstration:

In this demonstration there are a number of different appliances (lights, stereo, coffee pot, hot tub, security system, TV, and sprinkler system) each of which needs to be controlled from an instance of **RemoteControl**. Each appliance instantiates an "on" and an "off" **Command** which can handle all the required actions for these features. All "on" and "off" commands are subclasses of **Command** which defines the common interface with the function `execute()`. Commands for appliances are registered with **RemoteControl** which calls the `Command::execute` function on the appropriate **Command** instance. It is also then able to set the appropriate "undo" **Command** to counter the last executed **Command**.