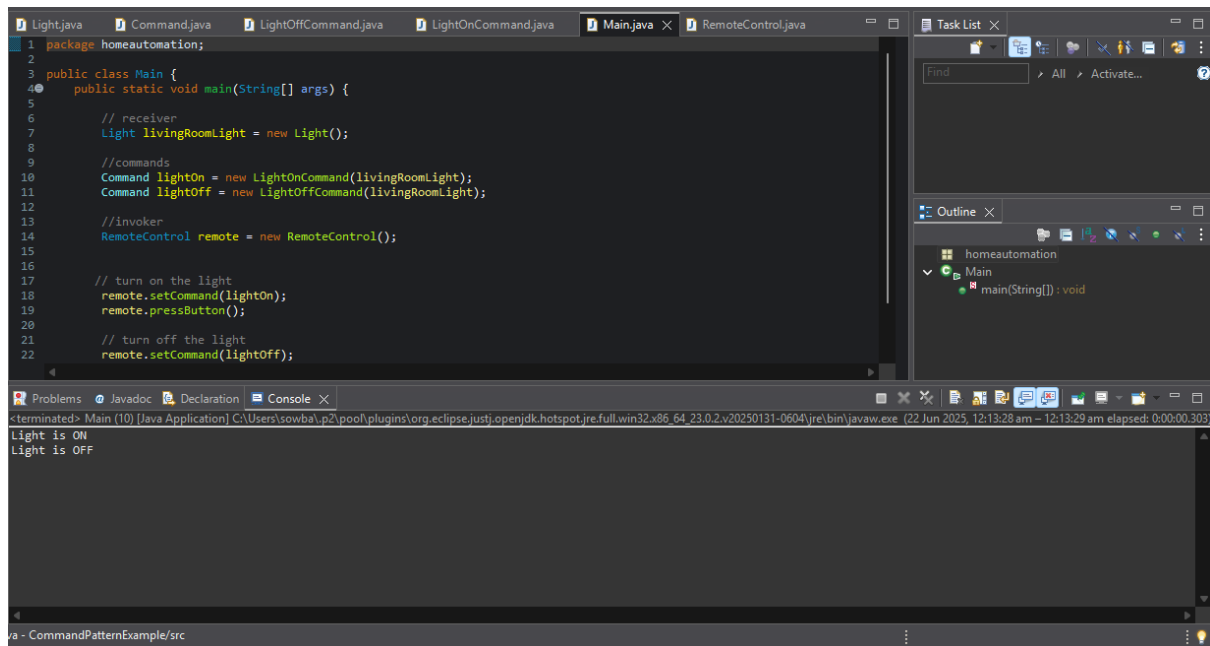


## Exercise 9: Implementing the Command Pattern

### OUTPUT:



```
1 package homeautomation;
2
3 public class Main {
4     public static void main(String[] args) {
5
6         // receiver
7         Light livingRoomLight = new Light();
8
9         //commands
10        Command lightOn = new LightOnCommand(livingRoomLight);
11        Command lightOff = new LightOffCommand(livingRoomLight);
12
13        //invoker
14        RemoteControl remote = new RemoteControl();
15
16        // turn on the light
17        remote.setCommand(lightOn);
18        remote.pressButton();
19
20        // turn off the light
21        remote.setCommand(lightOff);
22    }
23 }
```

Light is ON  
Light is OFF

The Command Pattern was used to encapsulate actions like turning lights on/off as command objects. It promotes loose coupling, supports undo/redo operations, and makes the system flexible and extendable for future devices.