316-21-Dasturiy injinering guruhi

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using System;

using System.Collections.Generic;

public interface ICommand

{

void Execute(string text);

}

public class InsertCommand : ICommand

{

private string \_insertText;

public InsertCommand(string insertText)

{

\_insertText = insertText;

}

public void Execute(string text)

{

Console.WriteLine($"Matn kiritildi: '{\_insertText}'");

}

}

public class DeleteCommand : ICommand

{

private int \_startIndex;

private int \_length;

public DeleteCommand(int startIndex, int length)

{

\_startIndex = startIndex;

\_length = length;

}

public void Execute(string text)

{

Console.WriteLine($"Matn o'chirilgan: '{text.Substring(\_startIndex, \_length)}'");

}

}

public class ReplaceCommand : ICommand

{

private int \_startIndex;

private int \_length;

private string \_newText;

public ReplaceCommand(int startIndex, int length, string newText)

{

\_startIndex = startIndex;

\_length = length;

\_newText = newText;

}

public void Execute(string text)

{

text = text.Remove(\_startIndex, \_length).Insert(\_startIndex, \_newText);

Console.WriteLine($"Matn almashtirildi: '{text}'");

}

}

public class TextEditor

{

private Stack<ICommand> \_undoStack = new Stack<ICommand>();

private Stack<ICommand> \_redoStack = new Stack<ICommand>();

public void ExecuteCommand(ICommand command, string text)

{

command.Execute(text);

\_undoStack.Push(command);

\_redoStack.Clear();

}

public void Undo()

{

if (\_undoStack.Count > 0)

{

ICommand command = \_undoStack.Pop();

\_redoStack.Push(command);

Console.WriteLine("Bekor qilindi");

}

else

{

Console.WriteLine("Bekor qilish mavjud emas");

}

}

public void Redo()

{

if (\_redoStack.Count > 0)

{

ICommand command = \_redoStack.Pop();

\_undoStack.Push(command);

Console.WriteLine("Qayta yozildi");

}

else

{

Console.WriteLine("Qata yozish imkoni mavjud emas");

}

}

}

class Program

{

static void Main(string[] args)

{

TextEditor editor = new TextEditor();

Console.Write("Matnni kiriting=> ");

string text = Console.ReadLine();

ICommand insertCommand = new InsertCommand(text);

ICommand deleteCommand = new DeleteCommand(3, 5);

ICommand replaceCommand = new ReplaceCommand(0, 2, "test");

editor.ExecuteCommand(insertCommand, text);

editor.ExecuteCommand(deleteCommand, text);

editor.ExecuteCommand(replaceCommand, text);

editor.Undo();

editor.Undo();

editor.Redo();

}

}