

I4SWD Handin2 – Group 50

Command Pattern



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Purpose of Command Pattern

Pros:

- Macro instructions are easy
- Decreases dependency/coupling of the system
- Encapsulating commands/requests as objects

Cons:

- Increased number of classes

Intent:

- Parameterization
- Saves requests in a queue
- Supports undoable operations



Type of Pattern

- Creational Design Pattern
- Structural Design Pattern
- **Behavioral Design Pattern** ←
 - Communication between objects



Command Pattern

Contains:

- Client
- Invoker
- Receiver
- Command
- ConcreteCommand

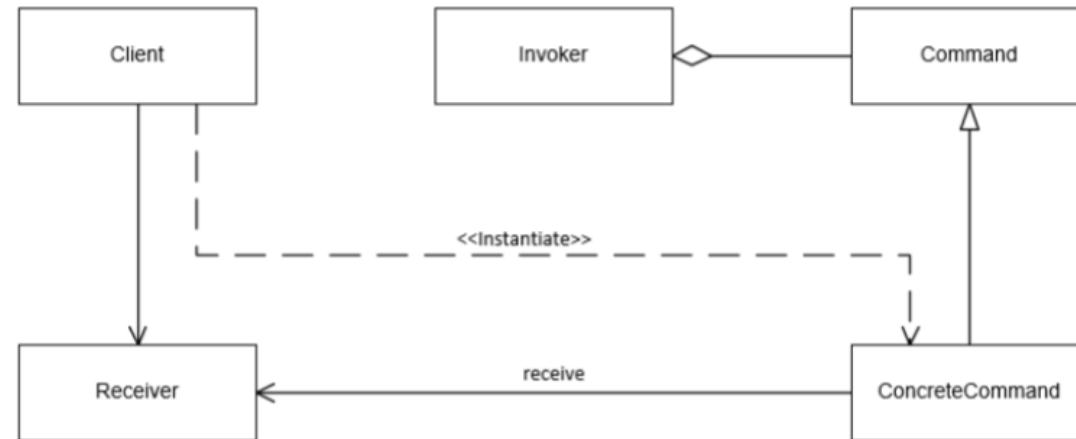


Figure 1: This figure is an overview that illustrates the associations between the classes.



Related Patterns

Command Pattern	Strategy Pattern
Uses encapsulation	Uses encapsulation
Small level	Abstract level
Actions	Algorithms

Command Pattern	Memento Pattern
Can undo & redo	Can undo & redo
Single state	Multiple states at once



S.O.L.I.D principles

- S: SRP – Single Responsibility Principle
- O: OCP – Open-Closed Principle
- L: LSP – Liskov Substitution Principle
- I: ISP – Interface Segregation Principle
- D: DIP – Dependency Inversion Principle

