I4SWD Handin2 – Group 50

Command Pattern

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Purpose of Command Pattern

Pros:

- Smart

- Encapsulating commands/requests as objects

Cons:

- Many classes in the end

Type of Pattern

- Creational Design Pattern

- Structural Design Pattern

- **Behavioral Design Pattern** ⟵
    - Communication between objects

Command Pattern

Intent:
- Parameterization
- Saves requests in a queue

Contains:
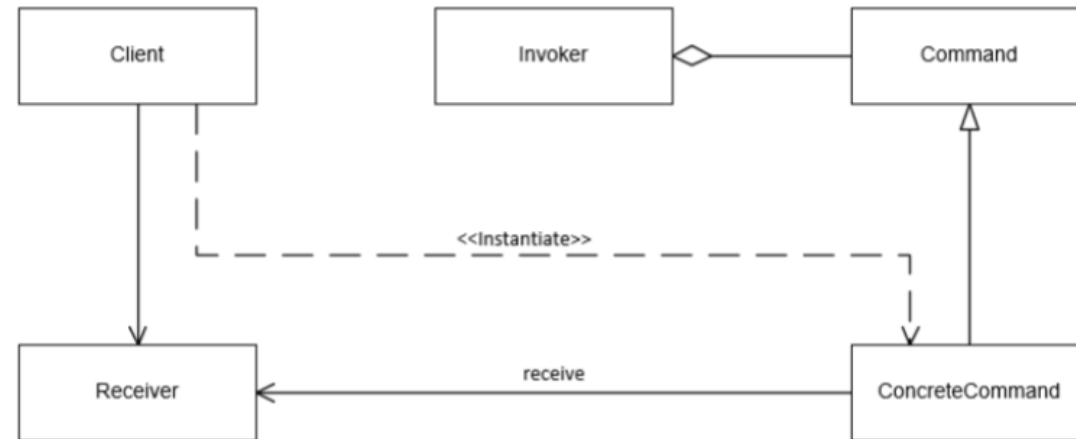- Client
- Invoker
- Receiver
- Command
- ConcreteCommand

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

Related Patterns

- Strategy Pattern
- Memento Pattern

S.O.L.I.D principles

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