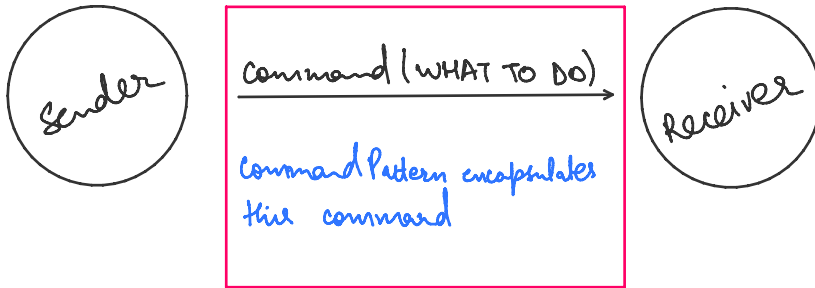
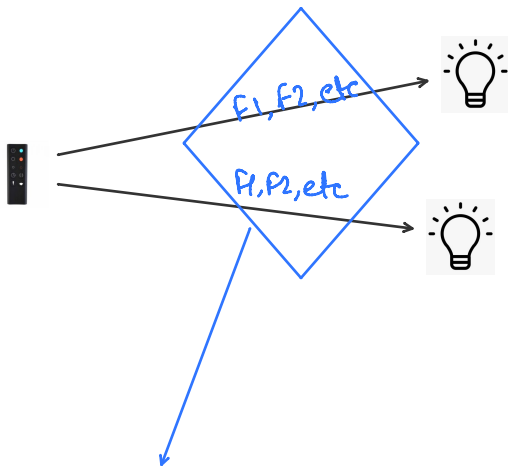


**The Command Pattern** encapsulates a request as an object, thereby letting you parameterize other objects with different requests, queue or log requests, and support undoable operations.

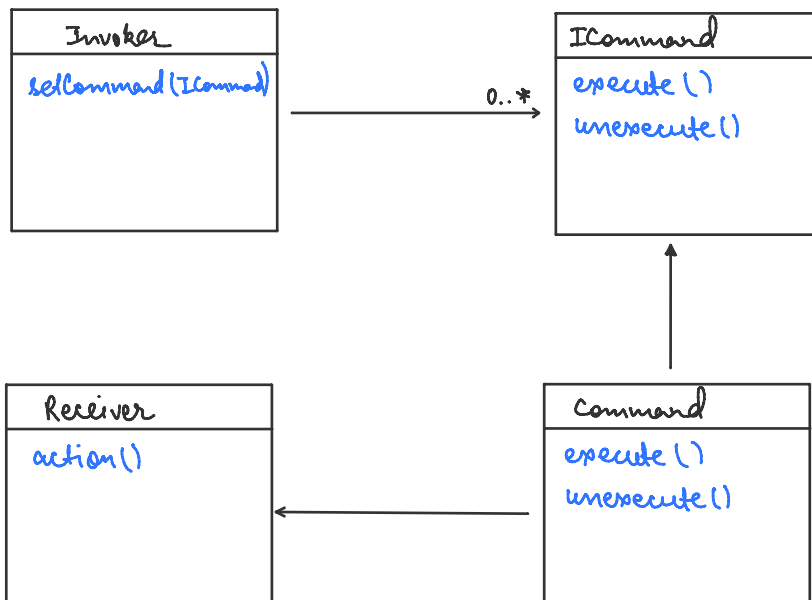


#Example



- \* We have a smart bulb and a remote to control it.
- \* If we decide to buy more bulbs and want to reprogram the remote to have functionalities like:
  - F1: Turn on/off the light depending on the room
  - F2: Turn on one half of room with one remote, turn on another half of room with another remote, BUT turn off both the lights with any one of the remote.

But we can't hardcode these operations as these can be any one of the many operations that the user wants. (User has an app to configure functions acc to his needs)



Command pattern is similar to strategy pattern but the difference is that in the strategy pattern, the object that gets passed around is an algorithm (i.e. HOW to do something). On the other hand, in the command pattern, the object that gets passed around is a command (i.e. WHAT to do). For example, let's say we have a list of elements. If we already know that we want to sort the list, we might use the strategy pattern to determine how to sort the list. On the other hand, we might use the command pattern to determine what operation to apply to the list, such as to sort the list, or to add an element, or to remove an element, etc.

## #Example

