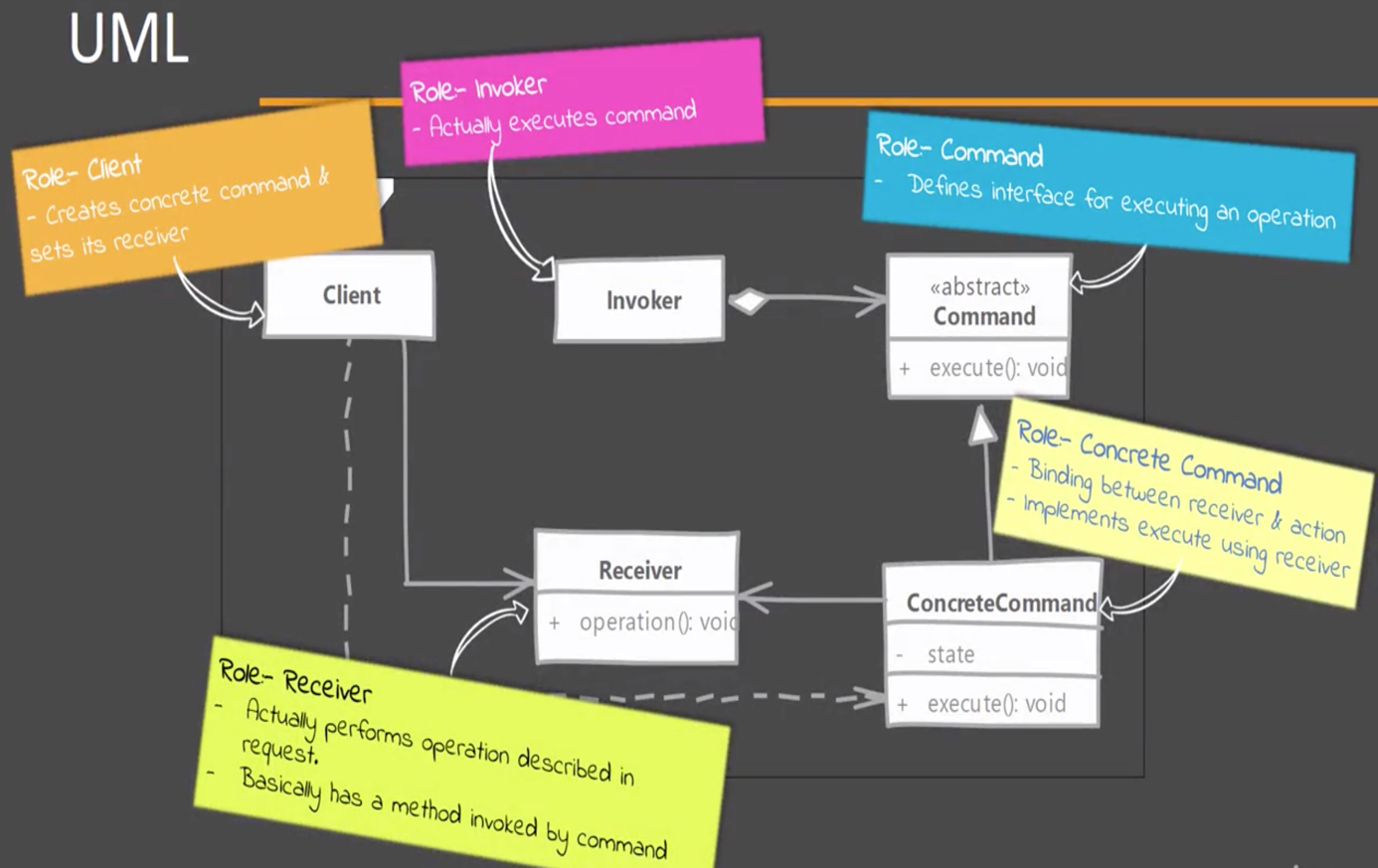
**Command Pattern**

* **Introduction:**
  + We want to represent a request or a method call as an object. Information about parameters passed and the actual operation is encapsulated in an object called command.
  + Advantage of command pattern is that, what would have been a method call is now an object which can be stored for later execution or sent to the other parts of code.
  + We can even queue our command objects and execute them later.
* **UML:**

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