Command Pattern and Undo-Redo

Please see Example “CommandPatternUndoRedo”

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| /// <summary>  /// Algorithm:  /// 1. Create 2 stacks: \_doStack - the current active items, \_redoStack - pending new items  /// 2. Undo() pops an command from \_doStack and push it to \_redoStack  /// 3. Redo() pops an command from \_redoStack and push it back to \_doStack  /// 4. Do() adds a new item and push it to \_doStack then clean up the whole \_redoStack  /// 5. There are 2 commands, in this example they are similar only the font color is different, but it demotrades different command can handle different behaviors on the share resource, which is the \_doStack and \_redoStack  /// 6. The 2 stacks \_doStack and \_redoStack are the shared resources for all the command objects to work on, so they need to be passed to each objects manipulation methods  /// 7. In reality, the shared resources can be in cache, database etc. which use a connection string  /// </summary> |