C# Design Patterns: Command

COMMAND PATTERN



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Course Overview



Understanding and implementing the command pattern



Identifying and leveraging existing implementations



Understanding the benefits and tradeoffs



Command

I am the command!

Invoker

I run & keep track of the commands!

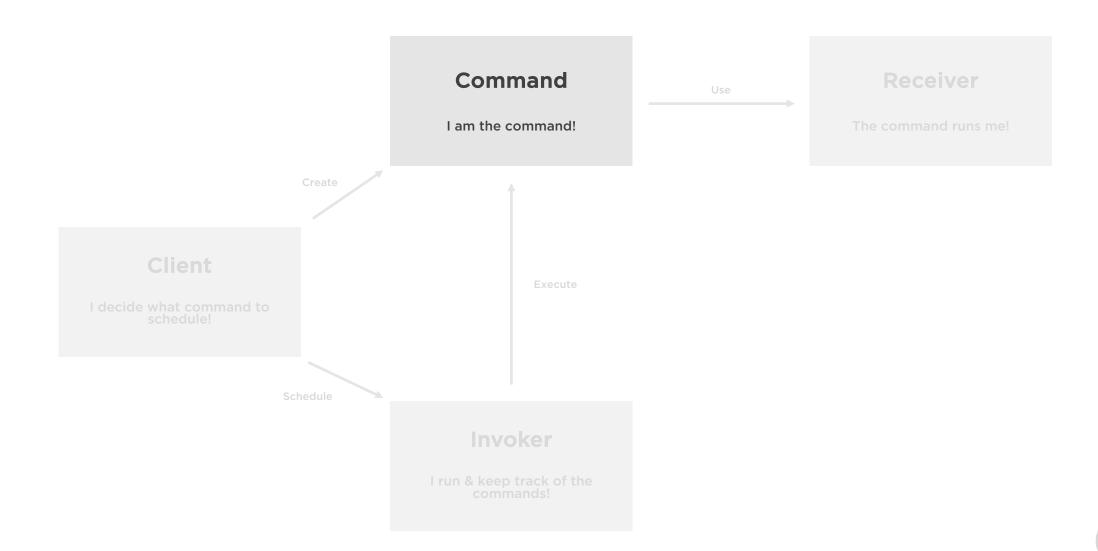
Receiver

The command runs me!

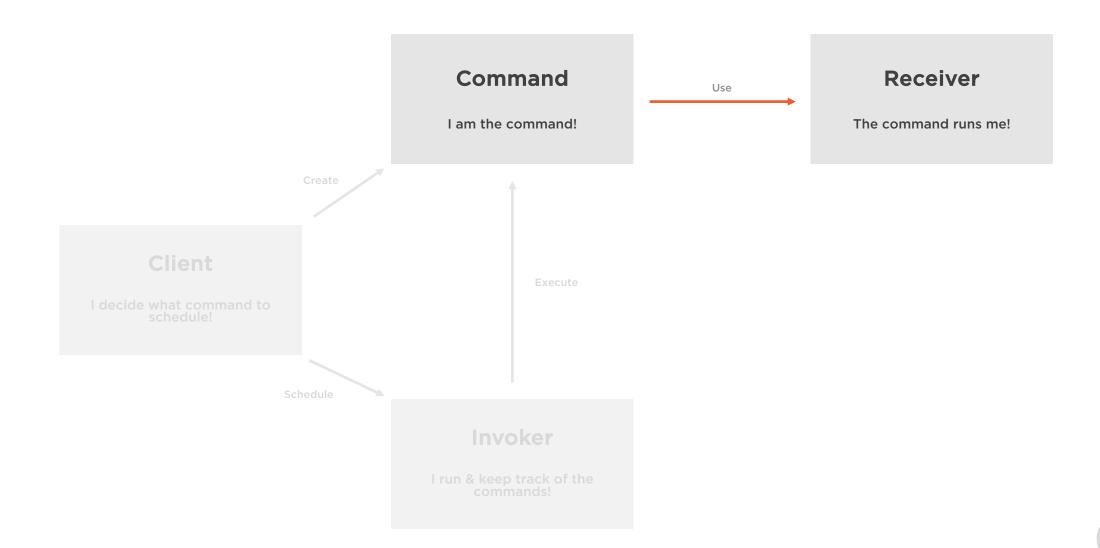
Client

I decide what command to schedule!

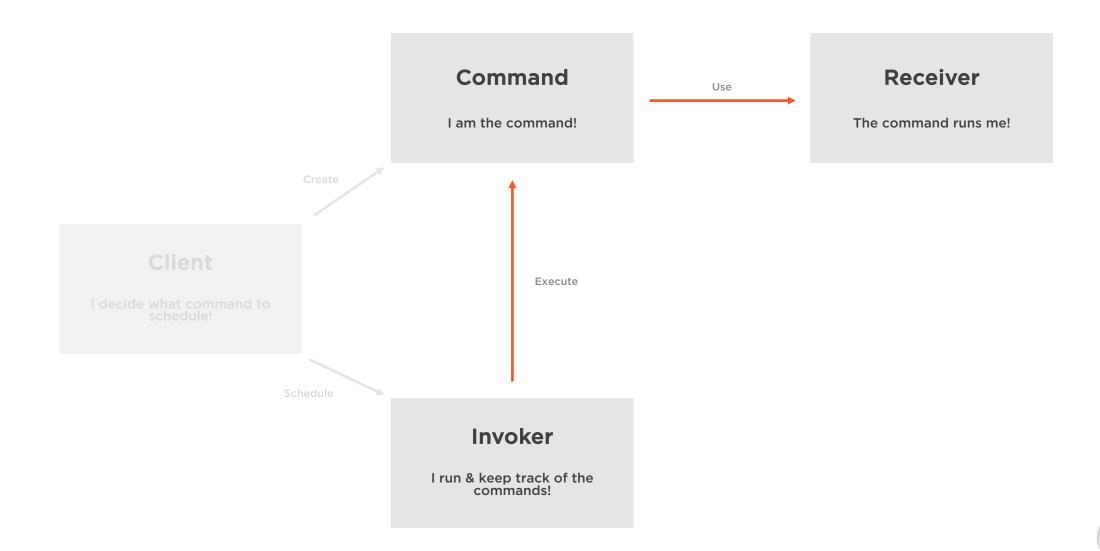




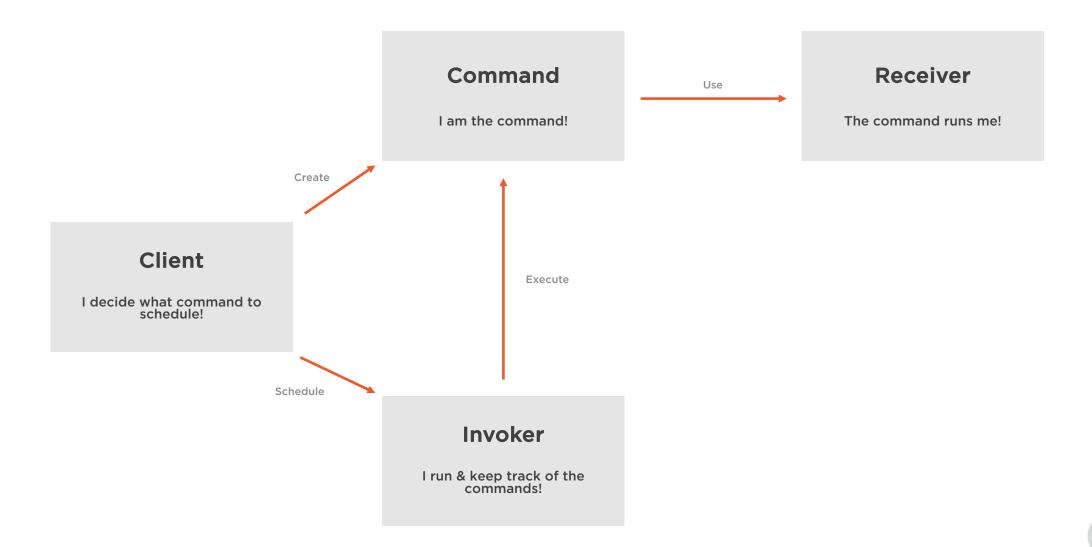




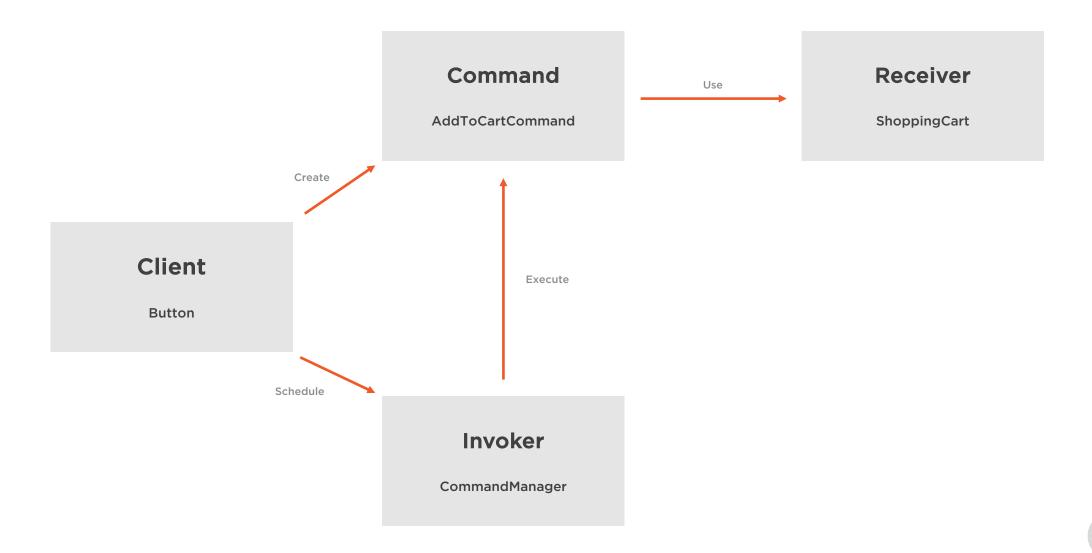














A command contains all the data to process the request now or at a later time



Example: AddToCartCommand



The product which should be added to the cart



The shopping cart



A way to check stock availability

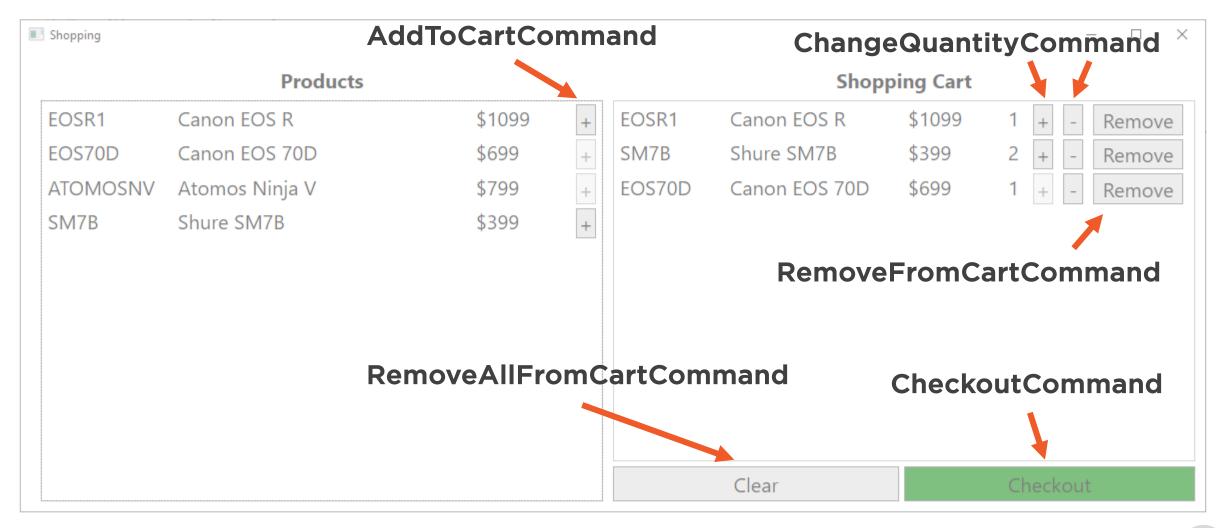


Example

Shopping							– 🗆 ×
Products				Shopping Cart			
EOSR1 EOS70D ATOMOSNV SM7B	Canon EOS R Canon EOS 70D Atomos Ninja V Shure SM7B	\$1099 \$699 \$799 \$399	+ + + +	EOSR1 SM7B EOS70D	Canon EOS R Shure SM7B Canon EOS 70D	\$1099 \$399 \$699	1
					Clear		Checkout

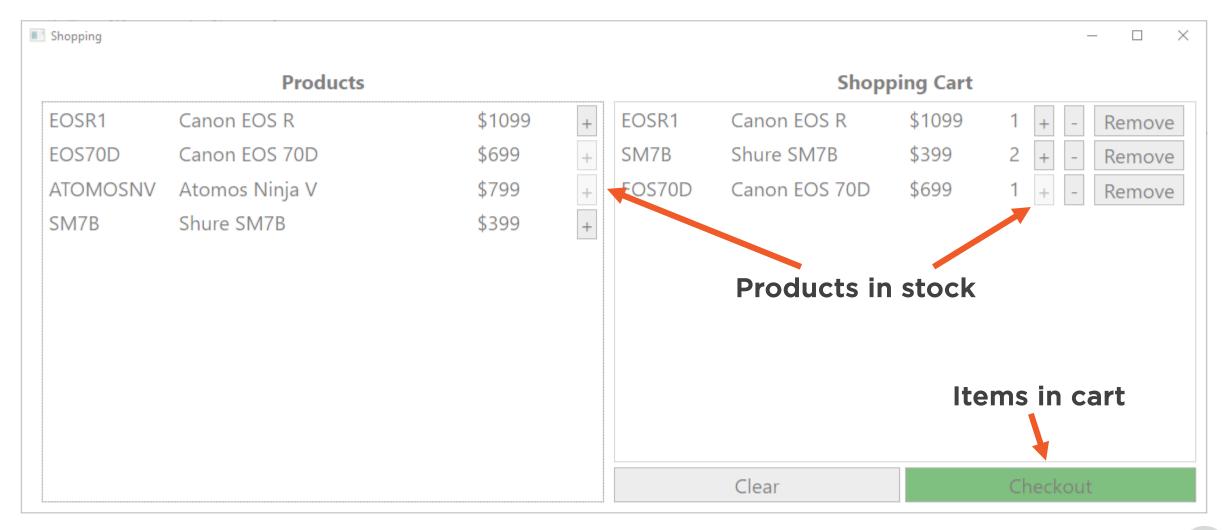


Example: Execute





Example: CanExecute





The command pattern can easily be leveraged to allow undo or redo functionality



Demo



Implementing the Command Pattern



Demo



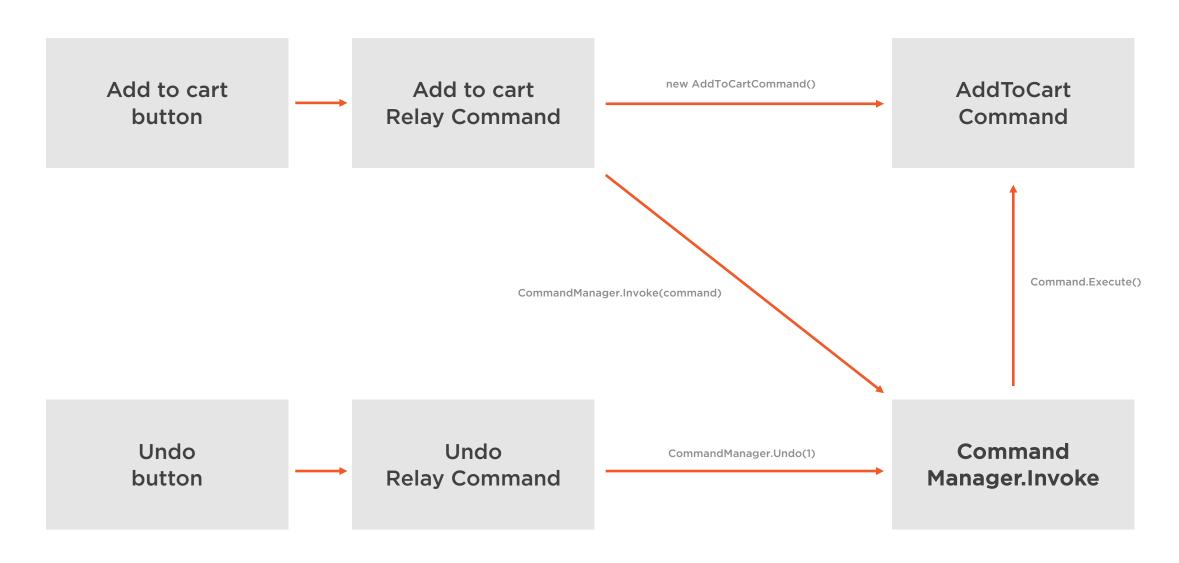
The Command Pattern in Action



Introducing the command pattern will add complexity



Introducing Redo Functionality





Summary



The command pattern characteristics

What a command is

Understand why and how it can make a crucial part of the application more robust

Allows for separation of concern

Identifying existing implementations and adaptations

Could add unnecessary complexity

