

ore.

Pattern allows you to decouple the requester of an action from the action. So, here the requester would be the object that performs the action would be an instance of the class.

How can we decouple them? After all, when I press a button to turn on a light.

Introducing "command objects" into your design. A command object encapsulates a request to do something (like turn on a light) on a living room light object. So, if we store a command object when the button is pressed we ask the command object to turn on the light. The command object knows how to talk to the light object to get the work done. The command object is decoupled from the light object!

It's like it's going in the right direction.

It's a hard time wrapping my head around the pattern.

Objects are so decoupled, it's a little difficult to picture how the

at least have the right idea: using this pattern we, could use these command objects can be loaded into button code to stay very simple. And, the command objects are home automation task along with the object that needs

so think this pattern can help you with that Undo button, at part yet.

ly encouraging, but I think I have a bit of work to do to

Meanwhile, back at the Diner...

or, A brief introduction to the Command Pattern

As Joe said, it is a little hard to understand the Command Pattern by just hearing its description. But don't fear, we have some friends ready to help:

remember our friendly diner from Chapter 1? It's been a while since we visited Alice, Flo, and the short-order cook, but we've got good reason for returning (well, beyond the food and great conversation): the diner is going to help us understand the Command Pattern.

So, let's take a short detour back to the diner and study the interactions between the customers, the waitress, the orders and the short-order cook. Through these interactions, you're going to understand the objects involved in the Command Pattern and also get a feel for how the decoupling works. After that, we're going to knock out that remote control API.

Checking in at the Objectville Diner...

Okay, we all know how the Diner operates:

