CMPE-202
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Study of Design Pattern: Command

Command pattern falls under behavioural pattern category. It is a data driven design pattern. A request is wrapped under an object as command and passed to invoker object. Invoker object looks for the appropriate object which can handle this command and passes the command to the corresponding object which executes the command.
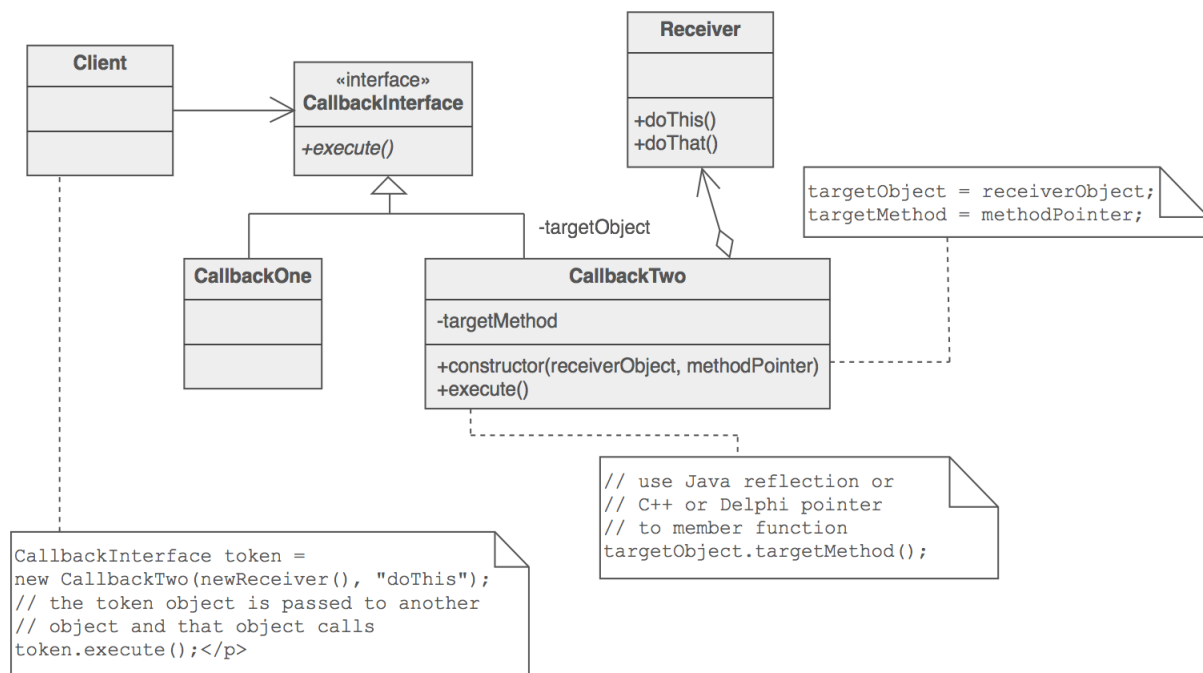
Following are general steps to be followed:

1. Define a Command interface with a method signature like execute().

2. Create one or more derived classes that encapsulate some subset of the following: a "receiver" object, the method to invoke, the arguments to pass.

3. Instantiate a Command object for each deferred execution request.

4. Pass the Command object from the creator (aka sender) to the invoker (aka receiver).

5. The invoker decides when to execute().