GameContext Class   -- Command Pattern

Receivers

Player	Board

Tile

Client

GameContext

+commHistory:CommandHistory

has

Command

<<interface>>
Command

+execute()
+undo()

0..*

CommandHistory

+undoStack : Stack<Command>

+executeCommand(command : Command)
+undoLast()

Caller

UseCommand	PlaceCommand
DonateCommand	DiscardCommand

Concrete Commands

Command Pattern - Behavioral ---Encapsulates a request as an object, thereby letting you parameterize clients with different requests, queue or log requests, and support undoable operations