Command: Command pattern is a data driven design pattern and falls under behavioral pattern category. 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.

It’s looks like button, checkbox, etc user interface object. User passing the command object to UI object class (invoker) and It’s also like callback mechanism.

Command pattern also support undoable command. That means we can perform undo mechanism by command pattern like momento pattern.

**Command Vs Momento**

In momento pattern use list memory to store history it required more memory but command pattern does not need this kind of memory. If we use momento pattern in image editor, every time large number memory will use to save the image metadata, for this kind of scenario command pattern more usefull.