Command Pattern: You shall not pass

1. Ordinary Java statements are perishable
   1. Cannot undo a field assignment
   2. Cannot directly serialize a sequence of actions (calls)
2. Want an object that represents an operation
   1. X should change its field Y to value Z
   2. X should do w()
3. Uses: GUI commands, multi-level undo/redo, macro recording and more.
4. Command: An object which represents an instruction to perform a particular action. Contains all the information necessary for the action to be taken.

Command

1. You can have an bank account and bank account command that implements an command interface with function call.
2. Keep a list of Bank account commands and in a for loop call().
3. This way you can call sequence of actions back to back.

Undo Operations

1. Keep a flag of succeed and do the reverse operation if succeeded.

Summary

1. Encapsulate all details of an operation in a separate object
2. Define instruction for applying the command (either in the command itself, or elsewhere)
3. Optionally define instructions for undoing the command
4. Can create composite commands (a.k.a. macros)