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**Exercise 9: Implementing the Command Pattern**

**Scenario**: You are developing a home automation system where commands can be issued to turn devices on or off. Use the Command Pattern to achieve this.

**Steps:**

1. Create a New Java Project:

Create a new Java project named CommandPatternExample.

2. Define Command Interface:

Create an interface Command with a method execute().

3. Implement Concrete Commands:

Create classes LightOnCommand, LightOffCommand that implement Command.

4. Implement Invoker Class:

Create a class RemoteControl that holds a reference to a Command and a method to execute the command.

5. Implement Receiver Class:

Create a class Light with methods to turn on and off.

6. Test the Command Implementation:

Create a test class to demonstrate issuing commands using the RemoteControl.  
**output:**

