[Command Design Pattern]

Let's explore another example of the **Command Pattern** in the context of a **text editor** application. In this case, we'll create commands for actions like **typing text**, **undo**, and **redo** operations. This is a classic use case where the **Command Pattern** helps manage different operations in an editor, enabling functionalities such as **undoing and redoing** changes.

Scenario:

We have a **TextEditor** application with the following commands:

- **AddTextCommand**: Adds text to the editor.

- **RemoveTextCommand**: Removes text from the editor.

- **UndoCommand**: Reverts the last action.

- **RedoCommand**: Re-applies the last undone action.