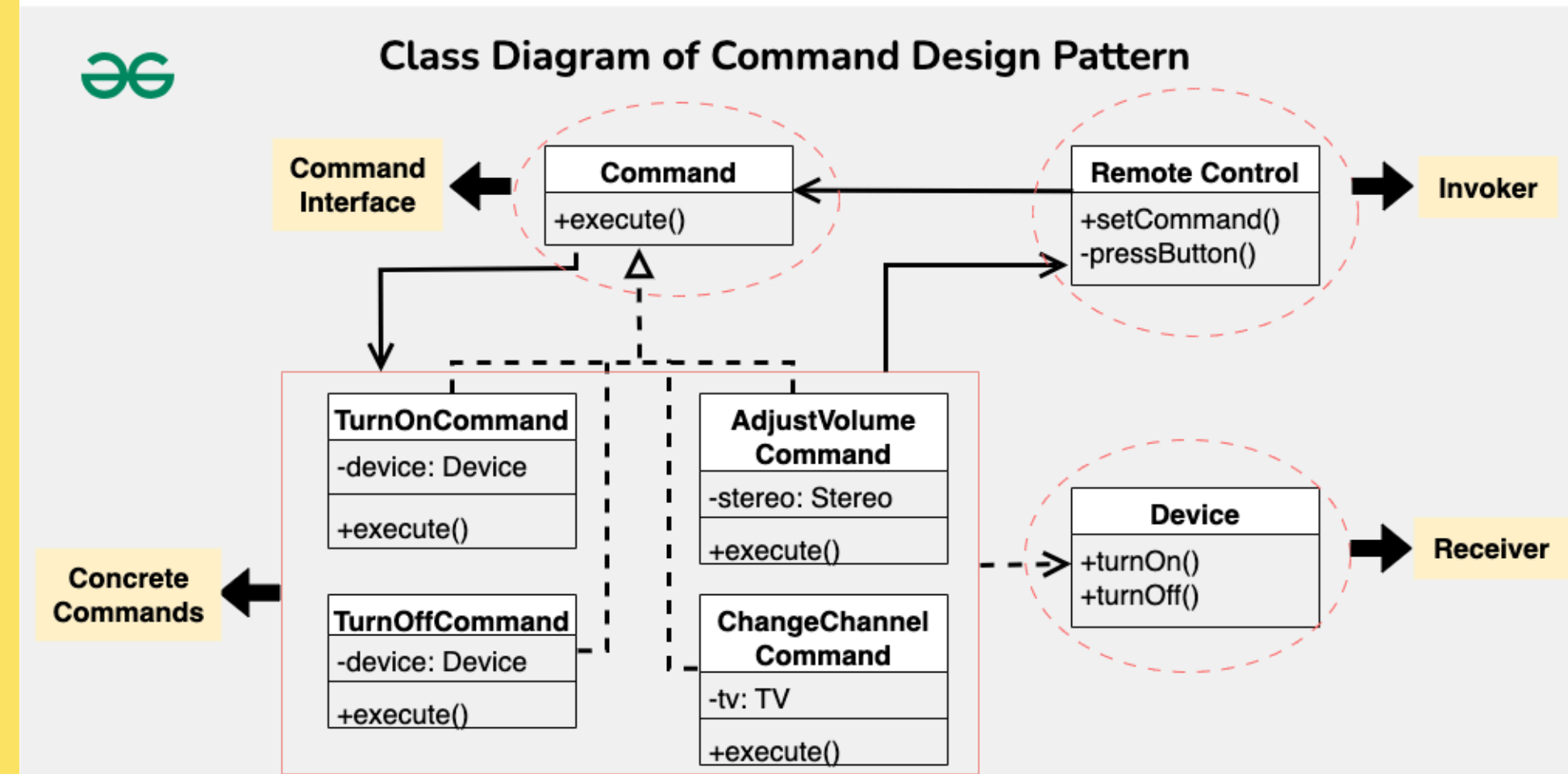


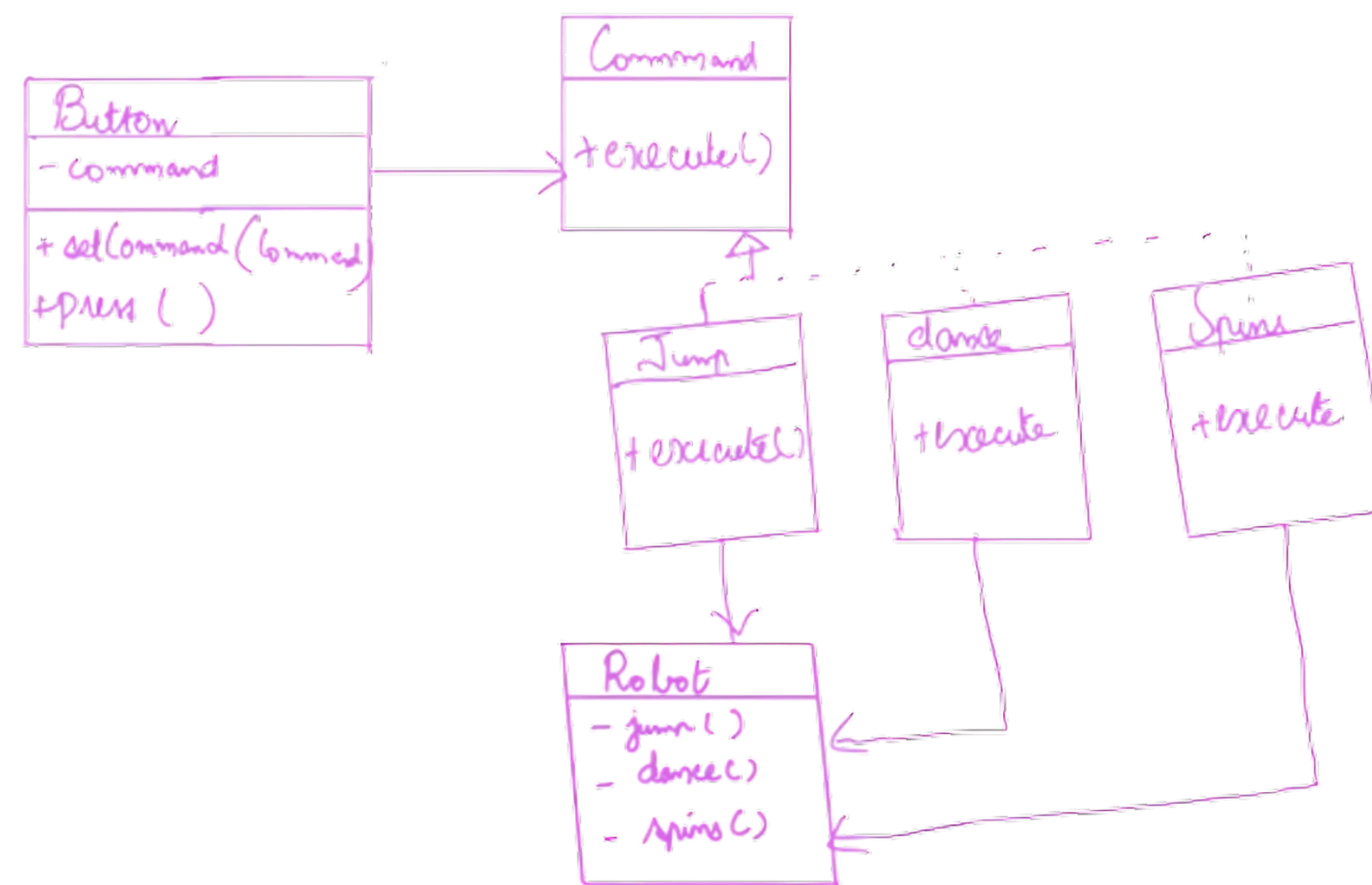
COMMAND PATTERN

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COMMAND PATTERN

The Command pattern is a behavioral design pattern. It falls under the category of behavioral patterns because it's concerned with how objects communicate and delegate responsibilities between each other.



Rationale

Decoupling: It decouples the object that invokes the operation (the invoker) from the object that knows how to perform it (the receiver)

Extensibility: New commands can be added without changing existing code, adhering to the Open/Closed Principle.

Support for callbacks: It provides an object-oriented way to implement callbacks.

Request encapsulation: It encapsulates a request as an object, allowing for the manipulation and passing of requests like any other object