Implementing the Command Pattern

1. Create a New Java Project:

* A new Java project named “CommandPatternExample” was created.

1. Define Command Interface:

* An interface “Command” with a method “execute()” was created.

1. Implement Concrete Commands:

* Classes “LightOnCommand”, “LightOffCommand” that implement Command were created.

1. Implement Invoker Class:

* A class “RemoteControl” that holds a reference to a Command and a method to execute the command was created.

1. Implement Receiver Class:

* A class “Light” with methods to turn on and off was created.

1. Test the Command Implementation:

* A test class to demonstrate issuing commands using the “RemoteControl” was created.