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Section: 8 MIT

### Command Pattern TinyQuiz

Instructions: Answer the following questions by writing T (true) or F (false) inside each set of parenthesis. Good luck!

9/10 + 1 → 10/10

9/6/10

1. The Command Pattern can be used for undoing actions. (T)
2. The invoker typically contains a list of Command objects. (T)
3. The main components of the Command Pattern include Client, Invoker, Receiver,  
~~Executer~~, & Command. (F)
4. The Command Object accepts the receiver as a parameter. (T)
5. The Client and Receiver become more dependent on each other when the  
Command Pattern is used. (F) *less coupling*
6. Multiple Commands can exist when the Command Pattern is used. (T)
7. There can only be one client, but multiple receivers at any time. (F)
8. Actions are always executed immediately with the Command Pattern. (F) *an event*
9. Commands are passed to the Executor to execute. (F) *receiver*
10. The Command Object contains an "execute" method. (T)

i got the extra credit