

1. Products (given in moodle)
2. Factory of Products
3. Main menu
 - a. Vector(products)
 - b. Stack(commands, redos)
4. Scanner
5. While Loop
6. String asking for command
7. Switch Case
8. Commands (not class, directly in main switch case)
 - a. Exit
 - b. Create player
 - c. Show current player
 - d. Show all player
 - e. Set current player
 - f. Add Hero
 - g. Show detail information of current player
 - h. Delete a hero
 - i. Call a hero skill
 - j. Change player's name
9. Command
10. Commands
 - a. Undo
 - b. Show undo/ redo list
 - c. Redo
11. Command Factory
12. Memento
 - a. Caretaker
13. Open close
 - a. Add hash map for command factories
 - b. Remove switch case in main