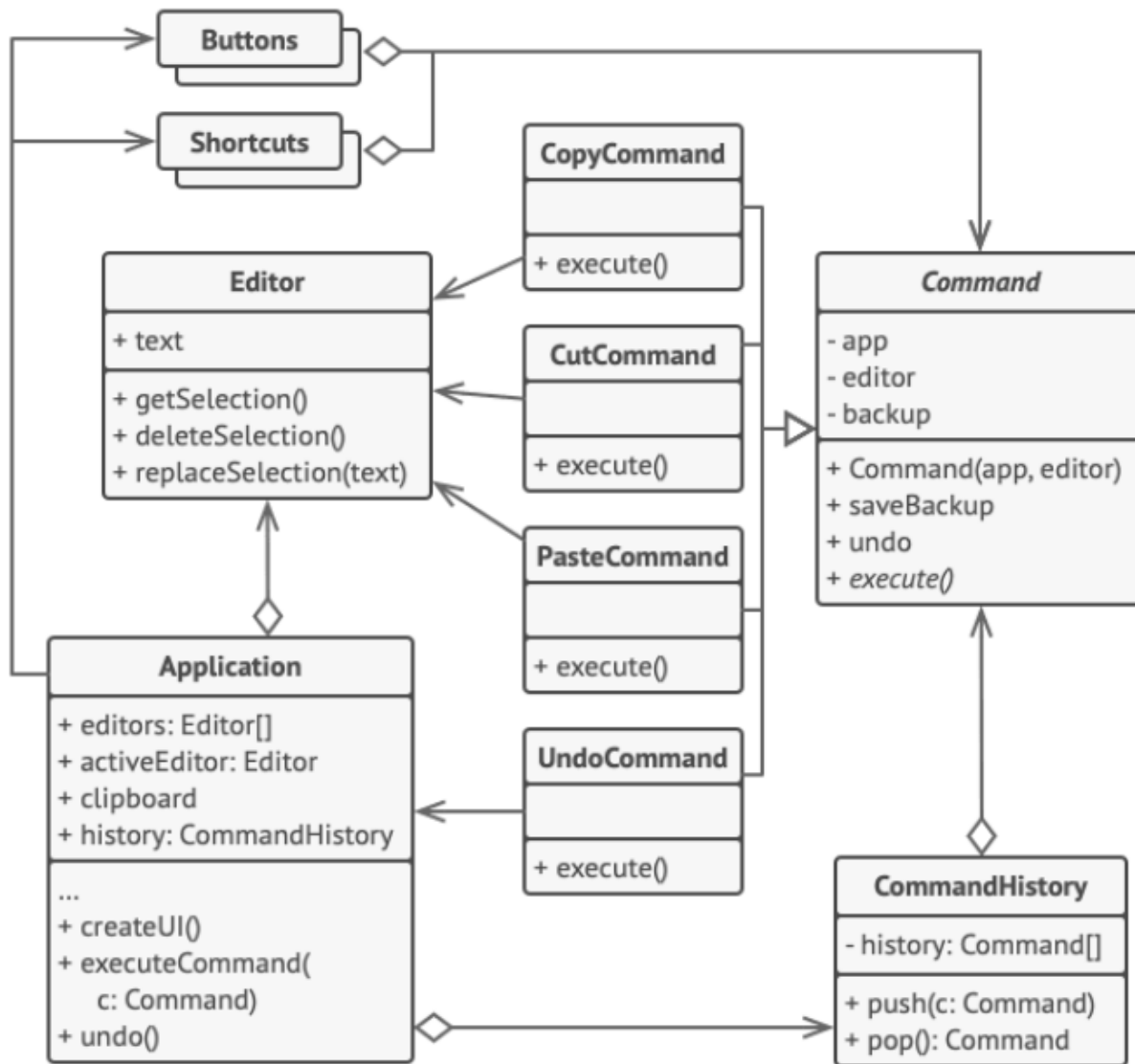# Intent

**Command** is a behavioral design pattern that turns a request into a stand-alone object that contains all information about the request. This transformation lets you parameterize methods with different requests, delay or queue a request's execution, and support undoable operations.

## Example Structure



*Undoable operations in a text editor.*

# Applicability

- Use the Command pattern when you want to parametrize objects with operations.

- Use the Command pattern when you want to queue operations, schedule their execution, or execute them remotely.

- Use the Command pattern when you want to implement reversible operations.