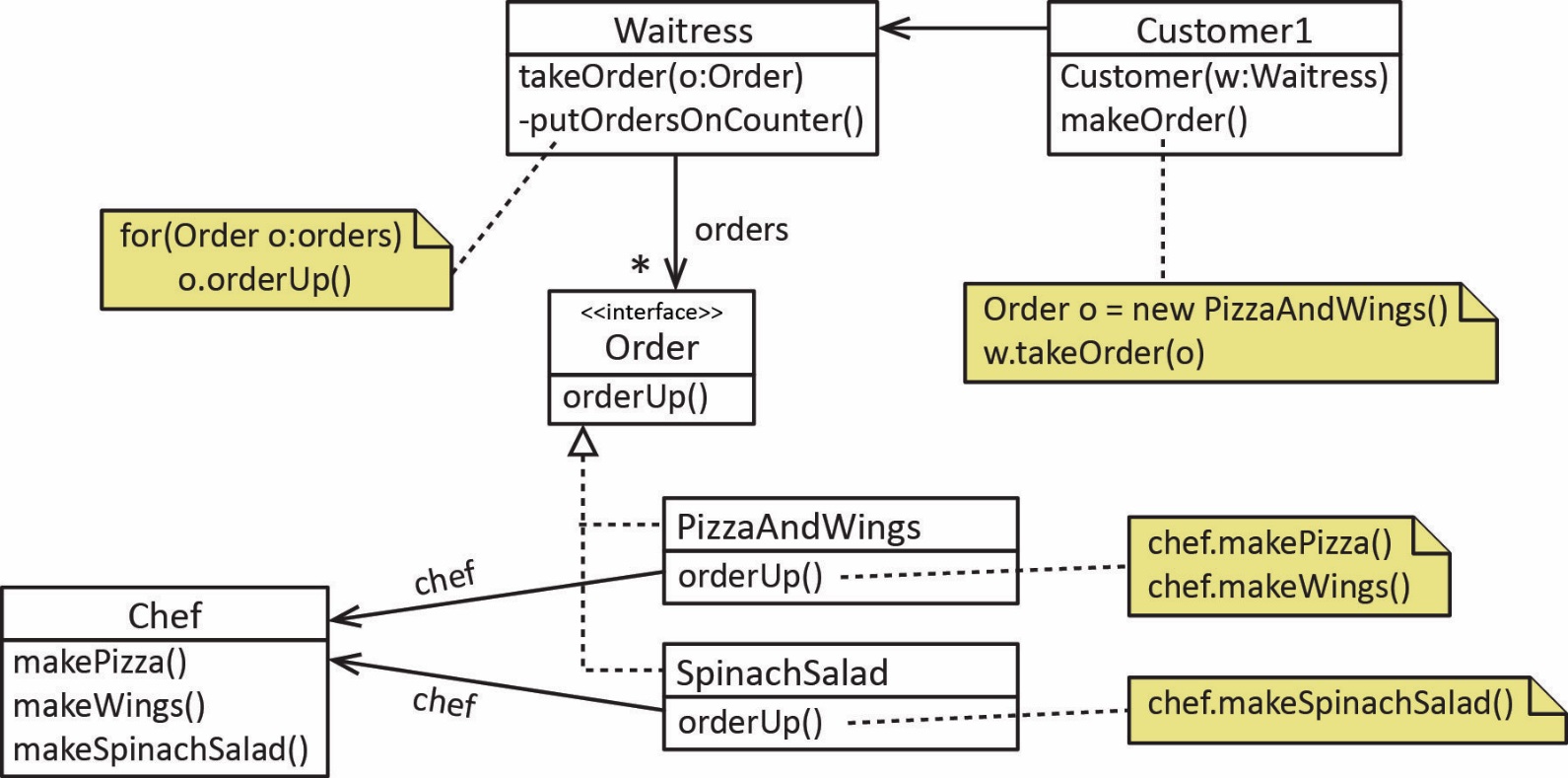
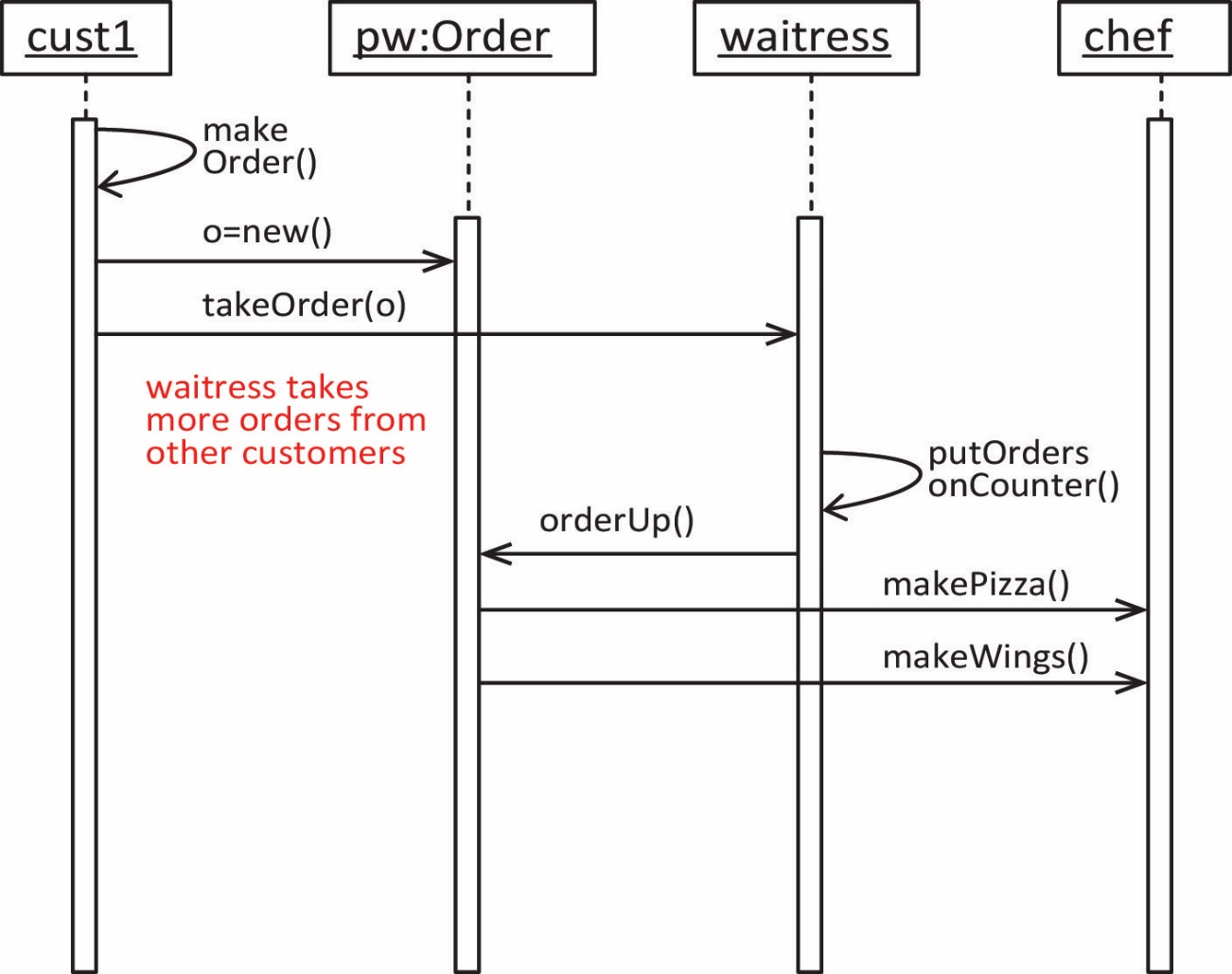
**Chapter 6 Notes – Command Pattern**







p.193 – “…Let’s check out the Remote Control…”

p.194 – “Taking a look at the vendor classes”

p.201 – “From the Diner to the Command Pattern”

p.203-204 – Simple example with Light

p.209 – “Assigning Commands to Slots”

p.210-213 – Example

p.215 – Documenting the remote API

p.216-218 – Programming the Undo button.

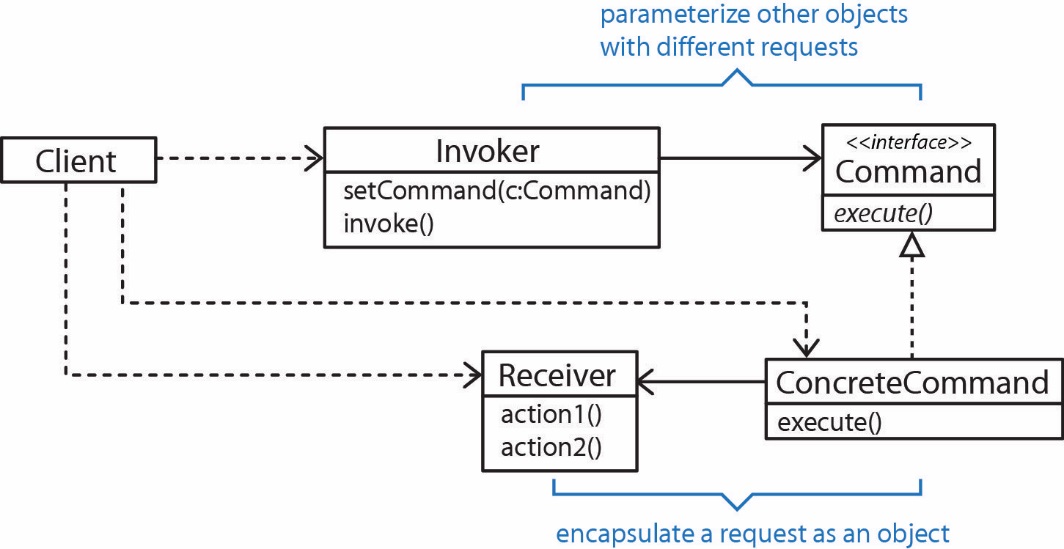
p.220-221 – Using state information to implement undo

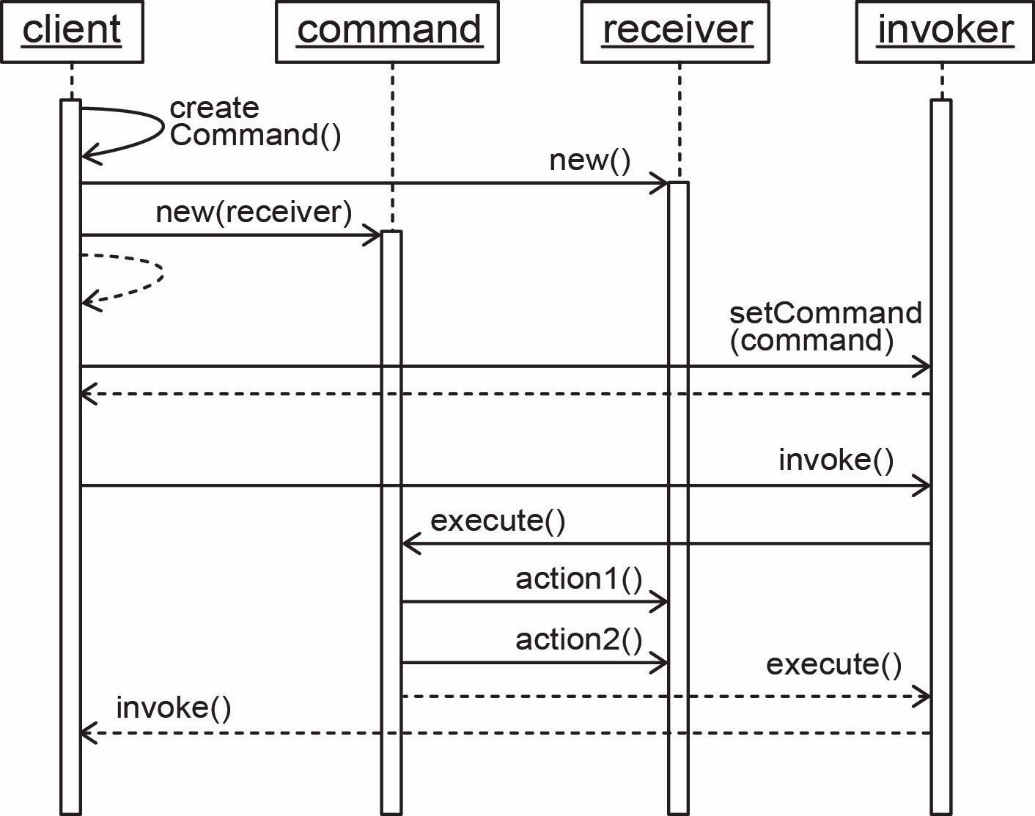
p.224-226 – Macro Command

1. The Command Pattern ***encapsulates a request as an object***, thereby letting you ***parameterize other objects with different request***s, queue or log requests, and support undoable operations.

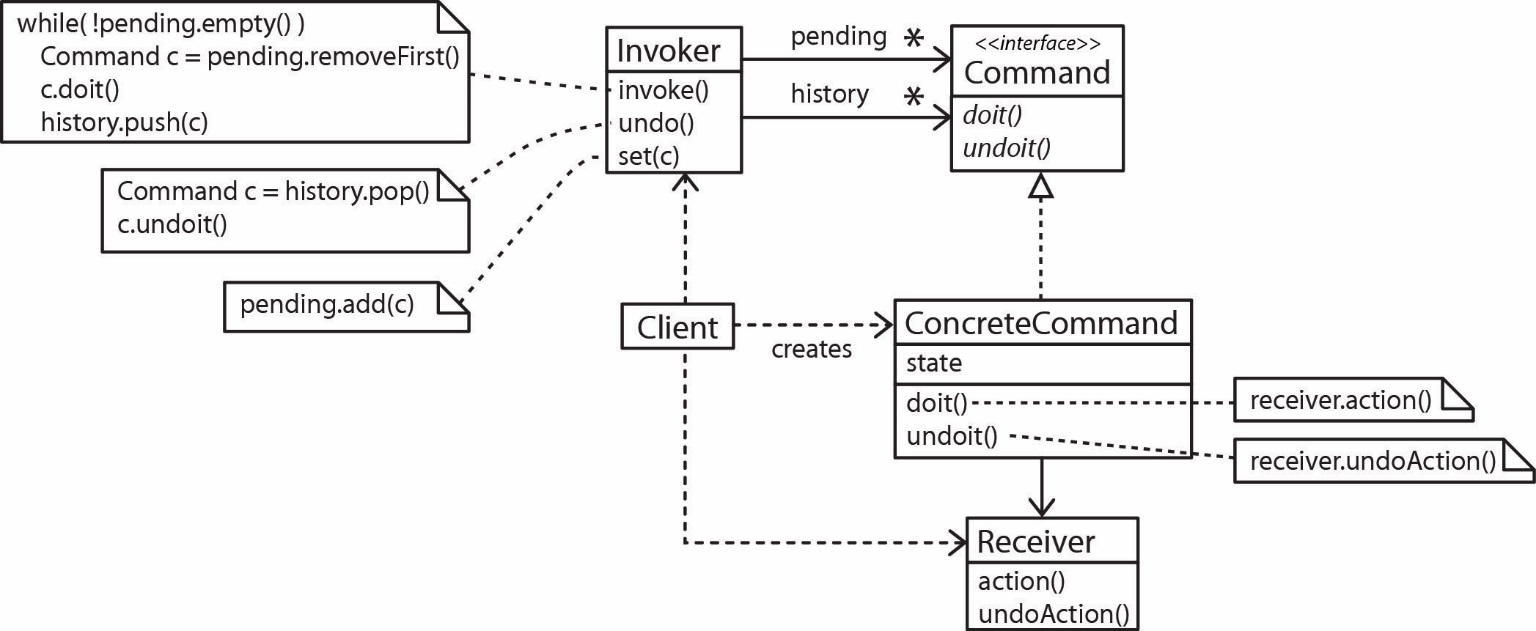
You can use the Command Pattern when you need to:

* Control the sequencing , selection, or timing of command execution
* Support undo and redo operations
* Maintain a persistent log of commands that have been executed. You can enhance the *doit* and *undoit* methods to support this requirement.





Supports mult-level undo



Supports macro commands

