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| **CommandDemo** | |
| **Line** | **Code** |
| **1**  **2**  **3**  **4**  **5**  **6**  **7**  **8**  **9**  **10**  **11**  **12**  **13**  **14**  **15**  **16**  **17**  **18**  **19**  **20**  **21**  **22**  **23**  **24**  **25**  **26**  **27**  **28**  **29**  **30**  **31**  **32**  **33**  **34**  **35**  **36**  **37**  **38**  **39**  **40** | **using** System;  **namespace** Command {  **class** Program {  // Uses a single delegate for the single type of commands that the  // client invokes.  **delegate void** Invoker();  **class** Command {  **public** Invoker Execute, Undo, Redo;  **public** Command(Receiver receiver) {  Execute = receiver.Action;  Redo = receiver.Action;  Undo = receiver.Reverse;  }  }  **public class** Receiver {  **string** build, oldbuild;  **string** s = "some string ";  **public void** Action() {  oldbuild = build;  build += s;  Console.WriteLine("Receiver is adding string:" + build);  }  **public void** Reverse() {  build = oldbuild;  Console.WriteLine("Receiver is reverting to :" + build);  }  }  **static void** Main() {  Command cmd = **new** Command(**new** Receiver());  cmd.Execute();  cmd.Undo();  cmd.Redo();  cmd.Execute();  Console.ReadKey();  }  }  } |