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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(); } }} |