

Command Pattern

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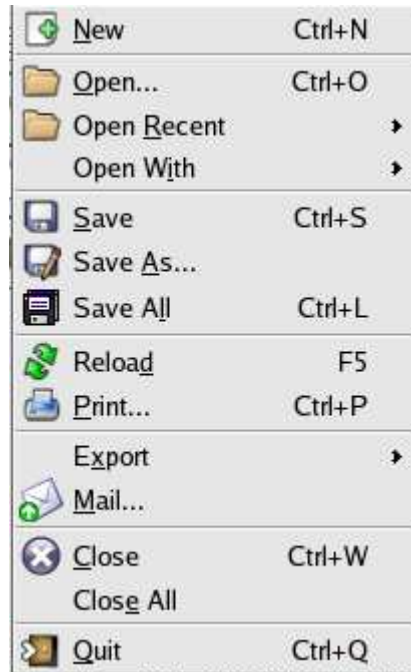
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Command Pattern

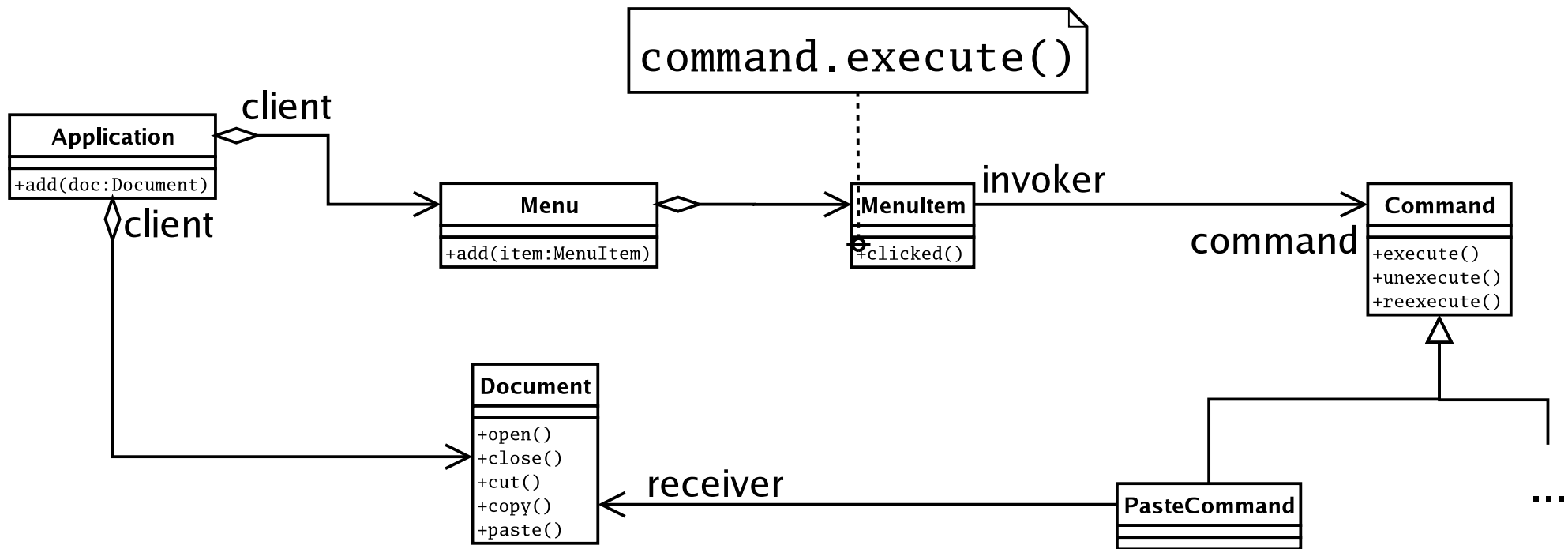
- Separates an operation from the object that executes it.
- With the Command Pattern, it is possible to parametrise an object with an operation.
- Support undo/redo
- Possible to execute the request at a different time. By passing the command object to another process.

Classical example



Why?

- Each item in the menu is conceptually the same object.
- The only difference is with the action that is taken when pressed.
- Solution: parametrise the menu item object with a command.

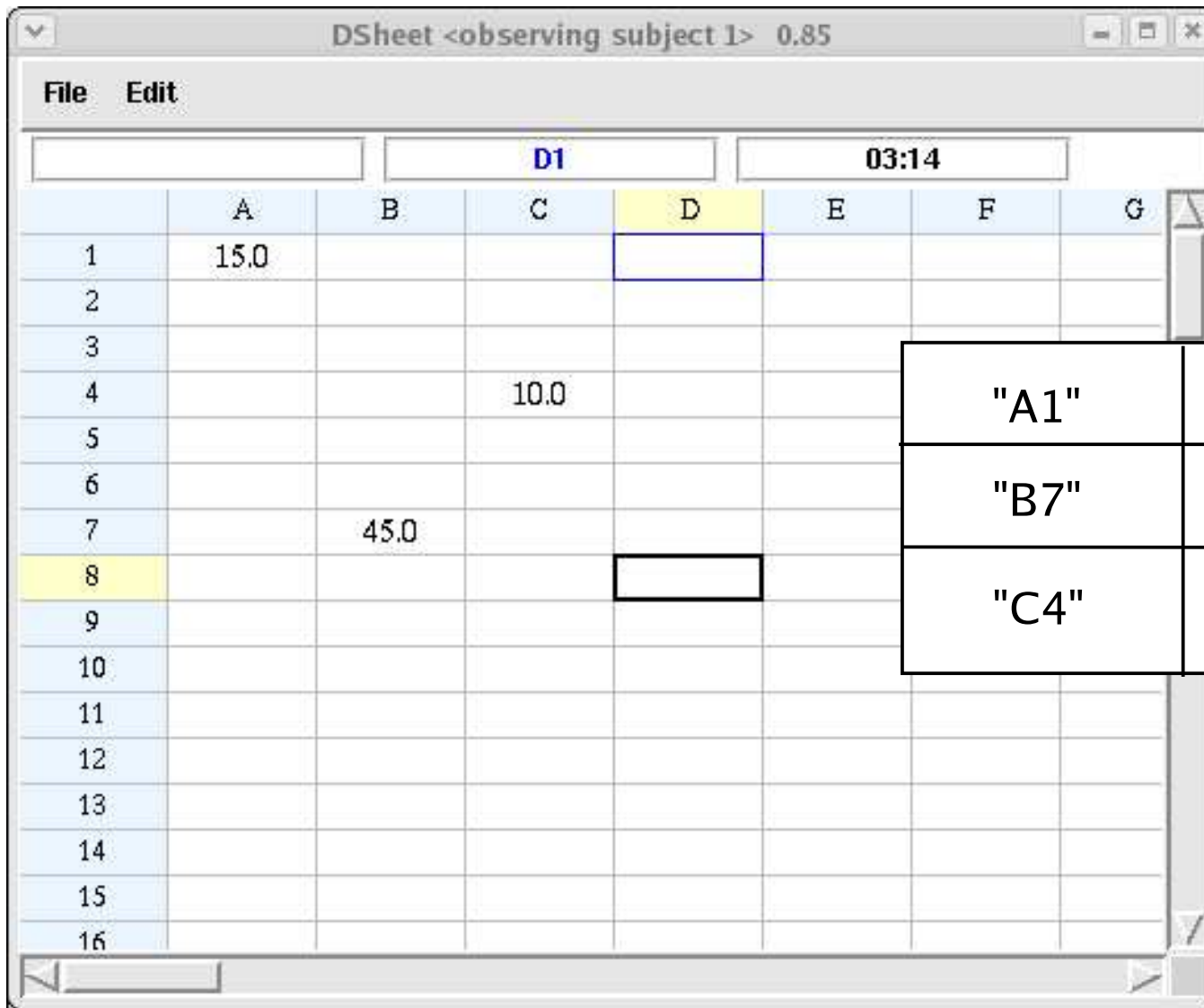


Supporting Undo/Redo

- Since a command is an object, it can hold a state.
- A command object could store the information required to undo or redo itself.
- Use an history list of commands objects.

Supporting Undo/Redo

- Each command should know how to undo and redo itself (one level).
- A command manager hold the history list of commands:
 - [*commandA*, *commandB*, *commandC*, ...]
 - Moving backward: undoing commands
 - Moving foward: redoing commands
- Let's go over an example...

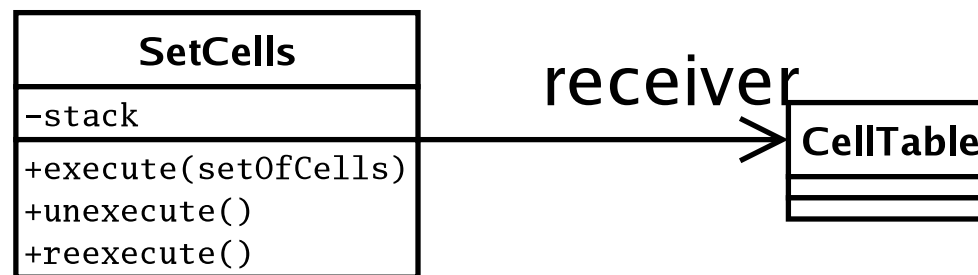


HashTable:

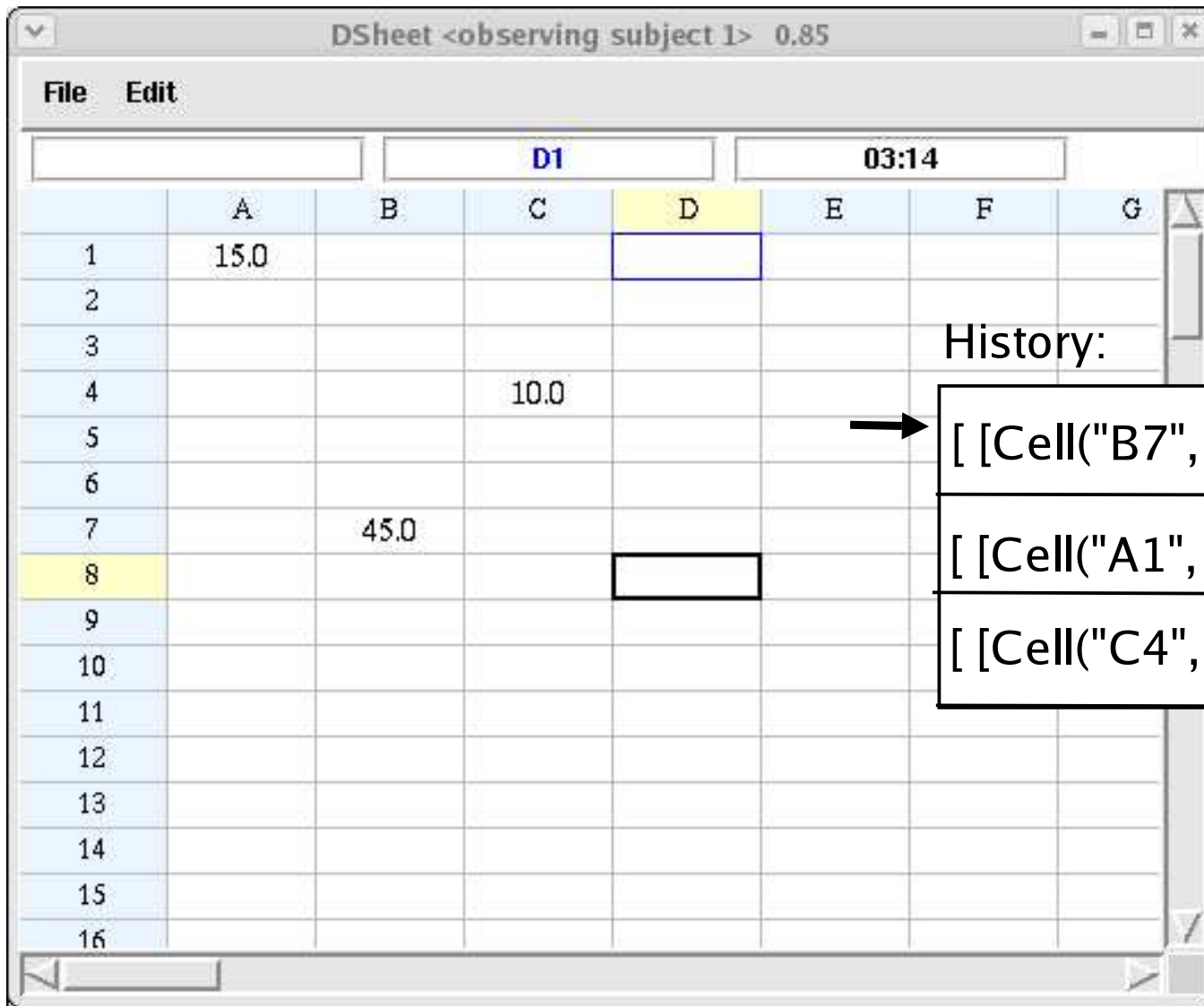
"A1"	Cell("A1", "=5+C4")
"B7"	Cell("B7", "=45")
"C4"	Cell("C4", "=10")

SetCells Command

- 'SetCells' command, which acting on the previous hashtable is used to support undo/redo
- The history list is stored directly in the setcells command. (Unique command)

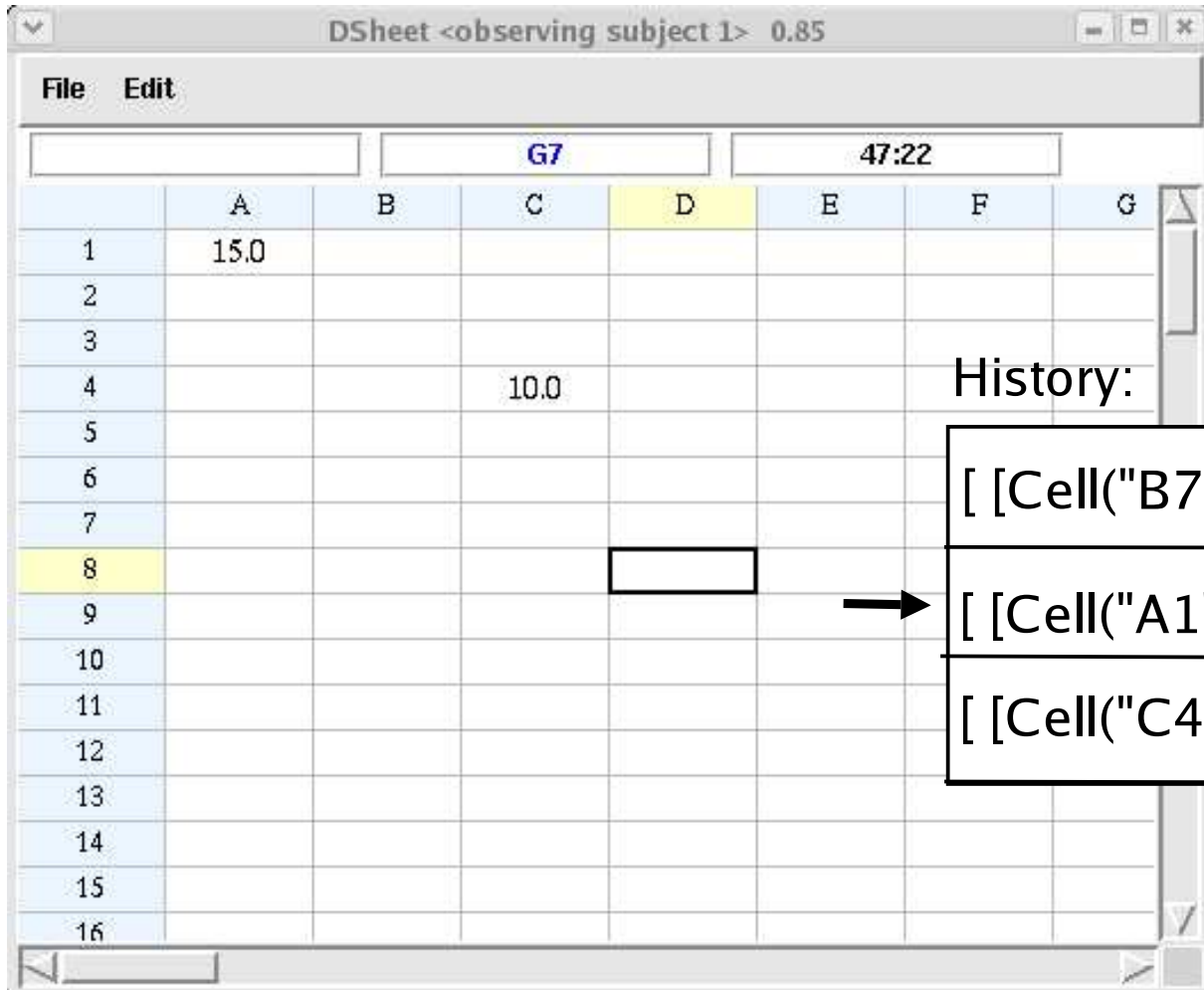


- Each time a set of cells is modified by the user, the *difference* between the previous state and the next state is added in the history list.



History:

- [[Cell("B7", ""), Cell("B7", "=45")]]
- [[Cell("A1", ""), Cell("A1", "=5+C4")]]
- [[Cell("C4", ""), Cell("C4", "=10")]]



History:

- [[Cell("B7", ""), Cell("B7", "=45")]]
- [[Cell("A1", ""), Cell("A1", "=5+C4")]]
- [[Cell("C4", ""), Cell("C4", "=10")]]

