

Command模式

单击输入您的封面副标题

UML

UML图来源于网络

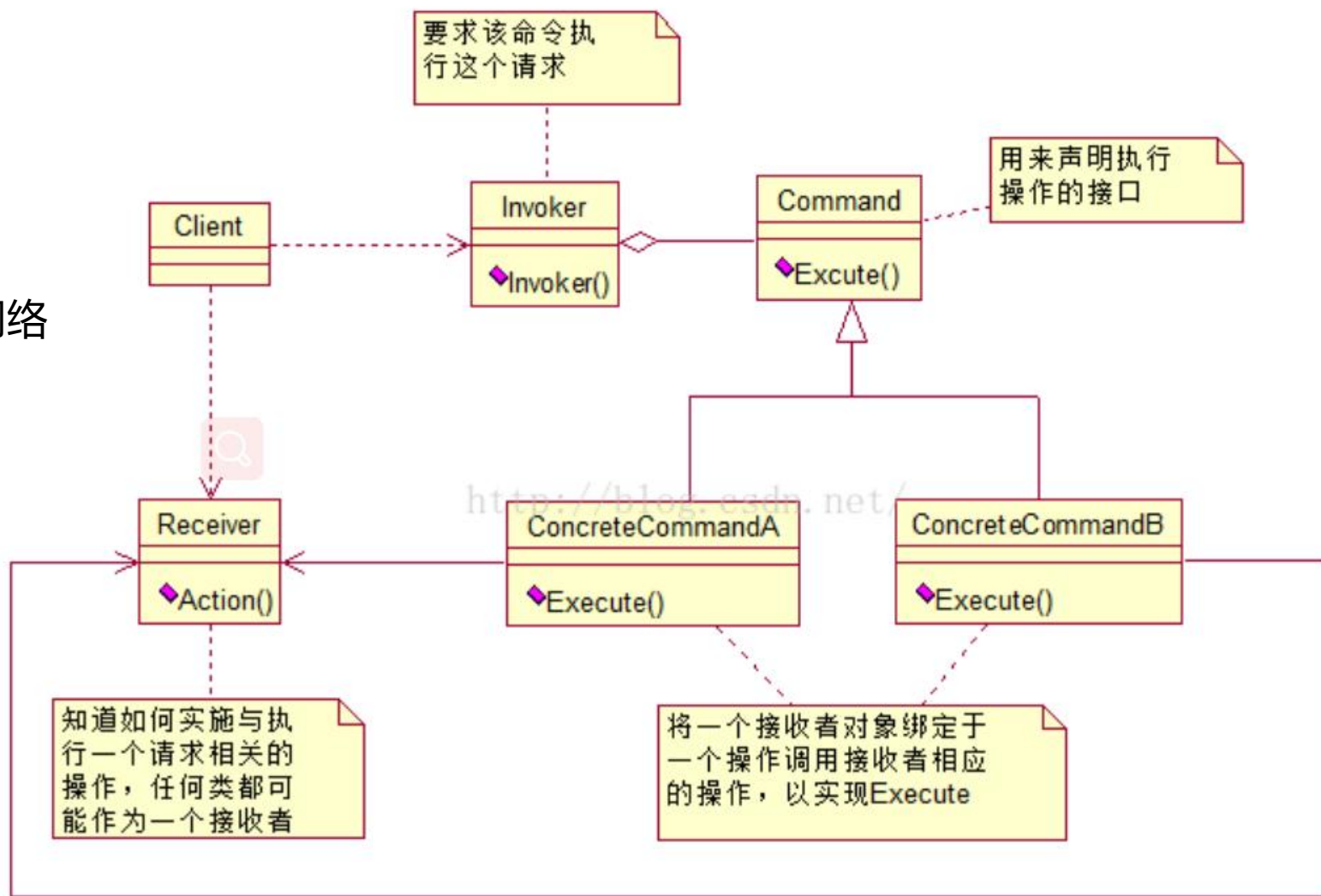


图1 Command模式UML结构图

基本接口

```
22
23 class ICommand
24 {
25     public:
26     ICommand():
27         m_priority(esMiddle),
28         m_status(esNotRun) {}
29     virtual ~ICommand() {}
30
31     virtual std::string GetCmdString() { return ""; }
32
33     bool virtual Execute() = 0;
34
35     bool virtual IsEnabled() = 0;
36
37     void virtual Redo() {}
38
39     void virtual Undo() {}
40
41     eCmdStatus GetStatus() {return m_status; }
42     void SetStatus(eCmdStatus input) { m_status = input; }
43
44     eCmdPriority GetPriority() {return m_priority;}
45     void SetPriority(eCmdPriority input) { m_priority = input; }
46
47     protected:
48     eCmdPriority m_priority;
49     eCmdStatus m_status;
50 };
```

Command管理器

```
5
6 class CommandManager
7 {
8 public:
9     static CommandManager* GetIns()
10    {
11        static CommandManager ins;
12        return &ins;
13    }
14    void RunCmd(ICommand* cmd);
15
16    void Refresh();
17
18    void Undo();
19
20    void Redo();
21 protected:
22    void AddCmd(ICommand* cmd);
23
24    void RemoveCmd(ICommand* cmd);
25 private:
26    std::vector<ICommand*> m_cmds;
27
28    std::vector<ICommand*>::iterator m_cmdsIt;
29
30 }
```



Q&A