# Creational and behavioral design pattern: commands in the function

Technology, Information Technology

These receiver commands are string in nature. In this algorithm, all the commands that will be visible to the user are subclasses to the movable command abstract class. The three objects which are movable which include the rook, bishop, and the knight are able to be moved to and from the different positions on the board. The codes for each segment of the class are given in the chart above.

This design pattern model one too many dependencies between the objects in the algorithm. This design pattern is creations in nature and connects the state of an observed object to the subject with many observing objects and the observers. The square view model is related to the composite class in the algorithm which in turn is related to the color background and the square state of the game. The square view model object is able to position the board which is then passed to the composite class which sets the required state of the square. The color background class sets the background color of the object and finally, the square state model of the class is changed as set by the user. The main use of this approach in programming is to ensure that we maintain consistency across the states that appear to be redundant in the code and also optimize the changes so that the consistency necessary is maintained. In this approach to pattern design, the consistency is maintained using three main variants: The square view model object acts as the publishing notification which then subscribes to both the color background and the composite objects which then push the notification to the subscribing notification for updating.

If we take into consideration a user interface toolkit that is capable of supporting multiple applications and controls, the game view object sets up a game on the user interface which then clears the board to create a new game.