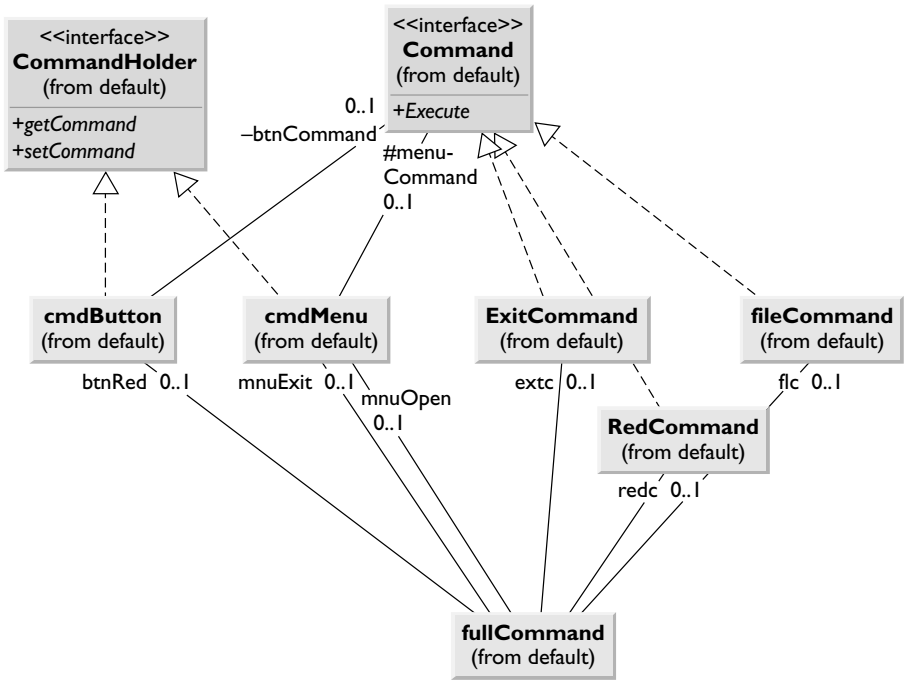

Figure 17.2 A class structure for three different objects that implement the Command interface and two that implement the CommandHolder interface.

Here you see that cmdButton and cmdMenu implement the CommandHolder interface and that there are two instances of cmdMenu in the UI class fullCommand. The diagram also shows the classes ExitCommand, RedCommand, and fileCommand, which implement the Command interface and are instantiated in the fullCommand UI class. This is, finally, the complete implementation of the Command pattern that we have been inching toward.

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But there are still a couple of more ways to approach this. If you give every control its own ActionListener class, you are in effect creating individual command objects for each of them. And, in fact, this is really what the designers of the Java 1.1 event model had in mind. We have become accustomed to using these multiple if test routines because they occur in most simple example texts, even if they are not the best way to catch these events.