```java
package com.memento.game;

public class Client {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        //创建游戏角色
        GameRole gameRole = new GameRole();
        gameRole.setVit(100);
        gameRole.setDef(100);

        System.out.println("和boss大战前的状态");
        gameRole.display();

        //把当前状态保存caretaker
        Caretaker caretaker = new Caretaker();
        caretaker.setMemento(gameRole.createMemento());

        System.out.println("和boss大战~~~");
        gameRole.setDef(30);
        gameRole.setVit(30);

        gameRole.display();

        System.out.println("大战后，使用备忘录对象恢复到站前");

        gameRole.recoverGameRoleFromMemento(caretaker.getMemento());
        System.out.println("恢复后的状态");
        gameRole.display();
    }

}
```