TextEditorMomento <<record>> **Attributes** + Content: string **Operations** TextEditor **Attributes** - _contentBuffer: StringBuilder + Content: string **Operations** + Save(): TextEditorMomento

+ Restore(momento: TextEditorMemento): void

TextEditorHistory

Attributes

- _textEditor: TextEditor
- _history: Stack<TextEditorMomento>
- _cachedHistory: Stack<TextEditorMomento>

Operations

- + Save(): void
- + Undo(): void
- + Redo(): void