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Adding memory (state)

Chains can be initialized with a Memory object, which will persist data across calls to the chain. This makes a Chain stateful.

Get started

```
from langchain.chains import ConversationChain
from langchain.memory import ConversationBufferMemory

conversation = ConversationChain(
    llm=chat,
    memory=ConversationBufferMemory()
)

conversation.run("Answer briefly. What are the first 3 colors of a rainbow?")
# -> The first three colors of a rainbow are red, orange, and yellow.
conversation.run("And the next 4?")
# -> The next four colors of a rainbow are green, blue, indigo, and violet.
```

```
'The next four colors of a rainbow are green, blue, indigo, and violet.'
```

Essentially, `BaseMemory` defines an interface of how `langchain` stores memory. It allows reading of stored data through `load_memory_variables` method and storing new data through `save_context` method. You can learn more about it in the [Memory](#)

section.