

#### Assignment 4 Writeup Comparison between Memento Pattern and Command pattern Designs in terms of Assignments.

During my adventures using these two Design patterns, the Memento was an easier one to grasp in my opinion. The moment I saw examples of it online I knew how to approach and write up my solution to Assignment 3. It was just a matter of putting my thoughts into code and finishing up some minor details with a little bit of research.

Although the Memento Pattern was easier to understand at first, the Command pattern was a much faster implementation once I understood it. The Command pattern was very difficult for me to understand and I found it very confusing to get a grasp of but once a demonstrator explained to me how it works, I managed to write up a solution within 2 hours and I was done with it. While hard to grasp at first, it is a very simple Pattern when finished and in my opinion looks like something much easier to troubleshoot making it a more efficient OO approach.

In conclusion I would choose the command Pattern in future projects over the Memento pattern unless there was some very specific reason to do otherwise.

The two Patterns took around the same amount of lines of code so I can say that now that I understand them both I can use either and implement them in a similar amount of time. With that said I also believe that the Command Pattern could potentially provide a lot more functionality that would be much easier to troubleshoot as it would point me in the direction of a specific class.