

*Daniil Kazakov*

*20380923*

## *Memento and Command Design Patterns*

Recently, I have just finished working on the Assignment 3 and 4 and I would like to compare the two in relation to the different Design Patterns that were used.

To begin with, the hardest part of both assignments was to wrap the head around the concept of the patterns. They both do the same role of wrapping the code, but one is a lot harder to implement to your code. When I was working with memento, the hardest part was to get to understanding that I must wrap the Canvas itself instead of the Shapes/SVG lists and manipulating the Mementos themselves. The pattern contains many manipulations with different classes which made it difficult to keep understanding off.

When I implemented command to my program, I realised how much easier it was to work with and to implement. The design is simple grasp compared to Memento. The Undo-Redo functionality was also a lot easier to understand/implement since I did not have to worry about different variable conversions. I believe the Command pattern was way more suitable for this assignment.

When it comes to scaling, I truly believe command would be the go-to. If the list of commands was to expand, it would be easy to keep track of them since you can make a separate file and class for them. If the canvas was to increase in size, I believe it would not make a dramatic difference, both design patterns would be suitable for that.

To add to that, I've personally spent a lot of time to understand Memento compared to Command.