# SWD Keywords

## Presentation of pattern

Introduction of group and chosen pattern

* State group number
* State pattern

Memento pattern

* Describe pattern
  + Memento
  + What the pattern is
  + Why we chose this pattern
  + Pros and cons for patter
    - Pros
      * Undo is nice
      * Easy to implement on every class
      * Pattern doesn’t require you to extend existing classes
    - Cons
      * Not used much
      * More advanced programs can get memory problems, due to large classes and multiple save states.
  + Show simple Class diagram and Sequence diagram for simple implementation. That from the Wiki
  + Used in real world applications. Where and how?

Our memento pattern

* Our problem, Why a wish list?
* Class diagram
* Sequence diagram
* Problems we encountered?

Conclusion on pattern

* Did we see the use of the pattern

Maybe this as additional stuff

Similar patterns

* Command?
* Iterator?

## Demonstration of pattern

One run through of the program, show features etc.

Show were program implements memento pattern in the code