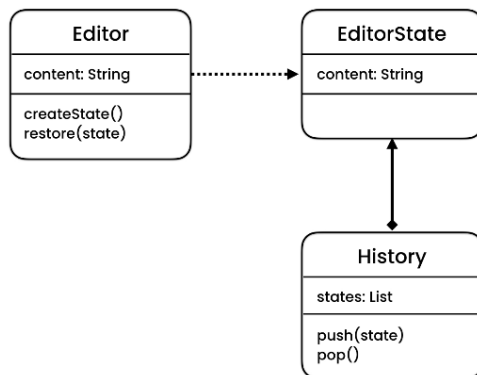


## Memento Design Pattern

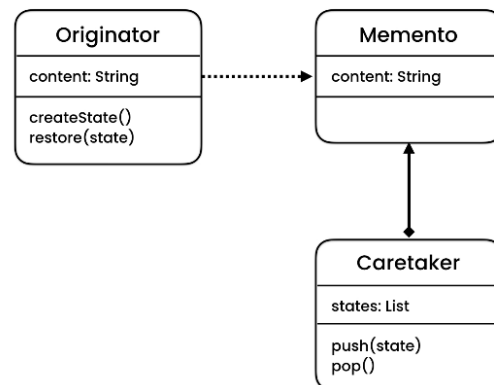
This pattern is used for implementing undo mechanisms.

### Class Diagrams

#### Our Example



#### The pattern in Gang of Four's book



### Explanation

There is a content field in **Editor** class and the goal is to create the ability to undo this content. **EditorState** class has all the fields of **Editor** class and it is responsible for storing the state of **Editor** at a given time. All the **Editor**'s fields store in that single class. As the **Editor** class can't do state management because of the single responsibility principle, **History** class was created to manage the states and it has a list of **EditorState** class.