# Memento/Snapshot Design Pattern

→ Behavioural Pattern

→ Provides Ability to revert the object to previous state (UNDO) & It does not expose the object internal implementation

## Components of Memento

| Originator | Memento | Caretake |
|---|---|---|
| → Represents object which State need to be Saved & restored | → Represents object which holds the State of the originator | → Manage the list of States |

→ Expose Methods to Save & Restore ib State Using Memento obj

$\Rightarrow$ UML

## Care Taker

- List <Memento> history
+ addMemento (Memento)
+ Memento undo();

## Memento

- State obj;
+ SetState (State)
+ State getState();

## Originator

- State State
+ Memento Create Memento()
+ restor Memento (memento)

## State

String xyz
Set getSomeProp.