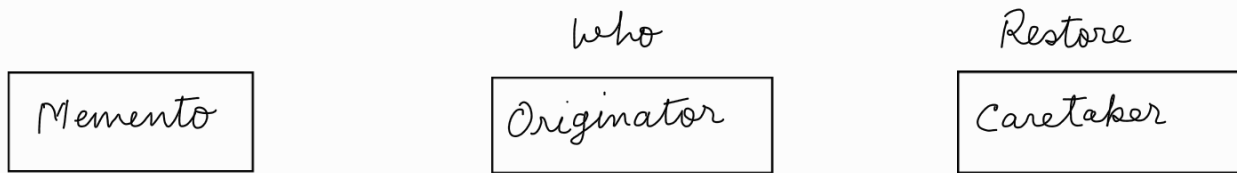
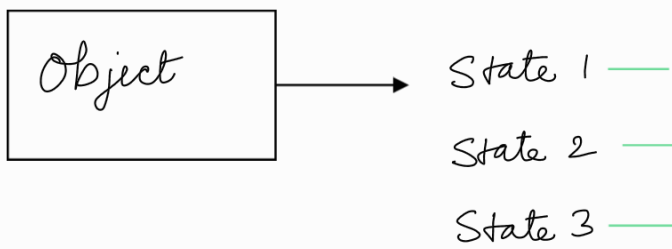


Restore



- * it is a behavioural design pattern that allows an object to save and restore its internal state without exposing its implementation details. It is helpful in undo/redo situations.
- Originator : the object whose state needs to be saved.
- Memento : a snapshot of the originator's state (usually 'immutable')
- Caretaker : manages the history of mementos but does not modify them.