The Memento Design Pattern

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Abstract

Memento is a design pattern used for saving and restoring the (partial) state of objects without breaking encapsulation. I give a comprehensive overview of Memento covering when and how to use it. Examples are provided by my own thing.

1 Motivation

As code complexity grows, the quest for inventing new pattern to tame complexity have grown in number and stuff. You can see that in [1]. Design patterns, made popular by [1, 1]

2 Intent

3 Structure

4 Sample Code

5 Discussion

References

[1] Erich Gamma, Richard Helm, Ralph E Johnson, and John M Vlissides. Design patterns: Abstraction and reuse of object-oriented design. In *Proceedings of the 7th European Conference on Object-Oriented Programming*, pages 406–431. Springer-Verlag, 1993.