



MEMENTO

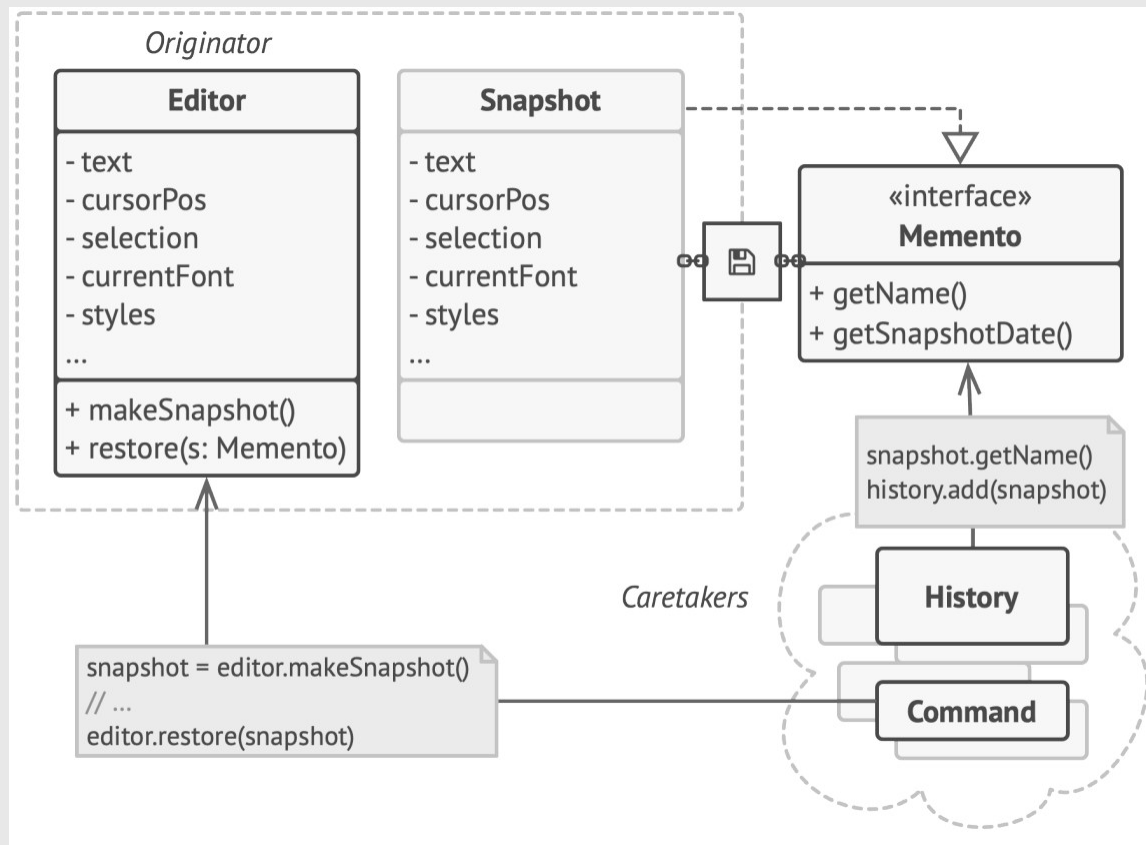
also known as: Snapshot

Essence:

- Behavioral design pattern that lets you **save** and **restore** the previous state of an object **without revealing the details** of its implementation

Applicable usage:

- Undo / Redo case,
- Roll back a transaction, operation or error
- Avoid violation of directly accessing object's fields / getters / setters



Typically consists of 3 objects:

- **Originator** – can produce snapshots of its own state, as well as restore its state from snapshots,
- **Memento** – acts as a snapshot of the originator's state. Usually immutable, and receives data only once via constructor,
- **Caretaker** – has the history of Mementos and knows when and why to capture the originator's state and when the state should be restored