Memento Pattern

Deck extends Stack<Card>

+ set(Stack<Card> deck)
+ getCurrentAsMemento() : DeckMemento
+ restoreFromMemento(memento : DeckMemento)

Originator

GameContext

- deck : Deck
- deckStates : Stack<DeckMemento>

has

Caretaker

DeckMemento
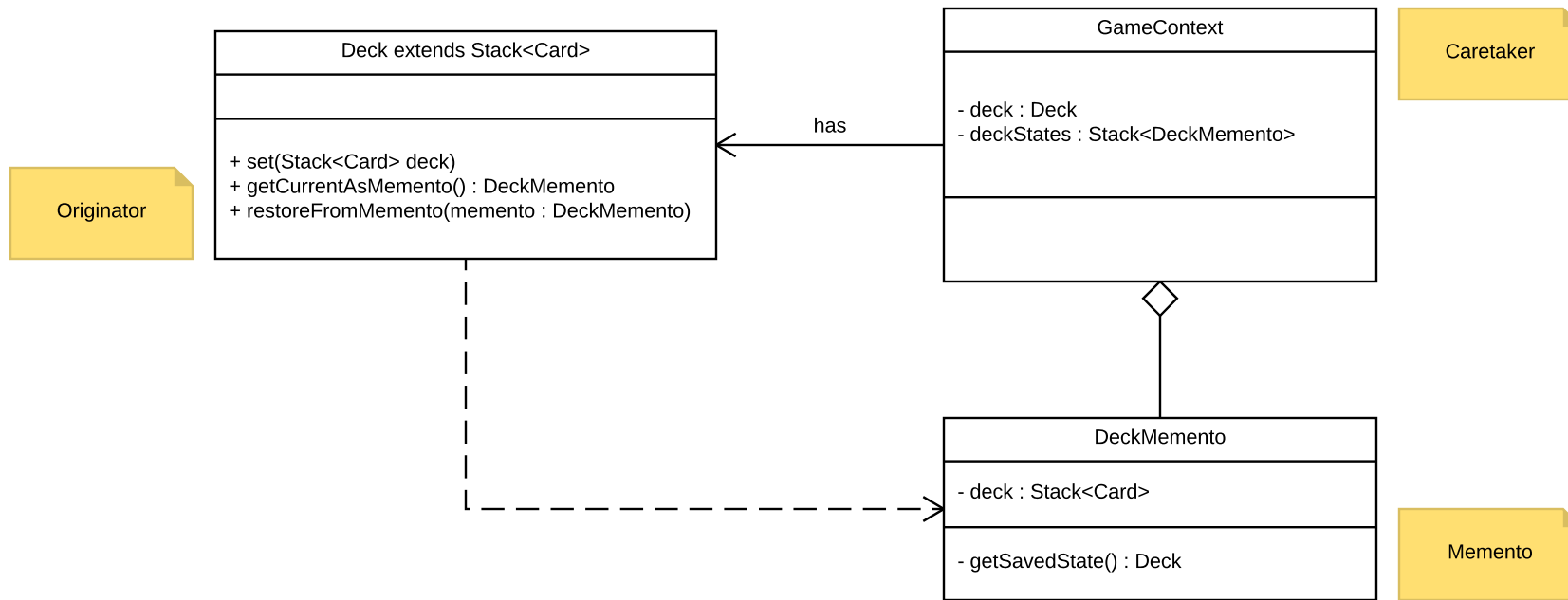
- deck : Stack<Card>

- getSavedState() : Deck

Memento

Memento Pattern - Behavioural - Allows the deck to be restored to a previous state.