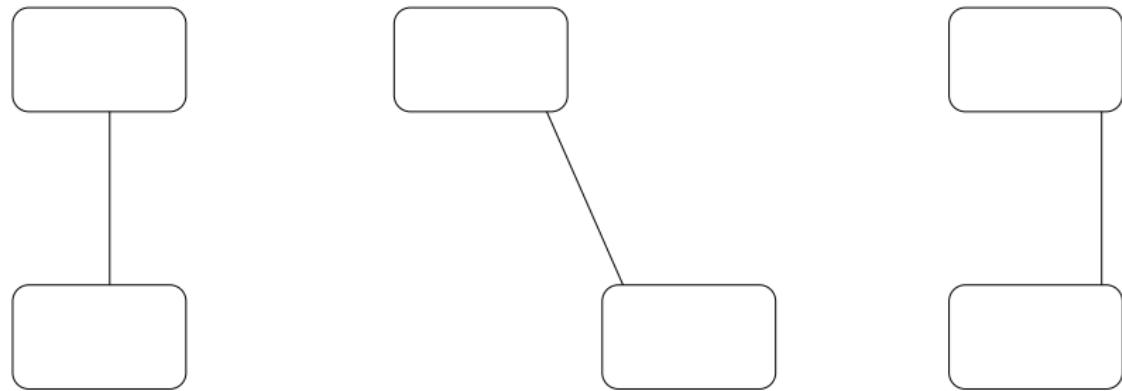


# CS 335 — Software Development

## The Memento Pattern

March 3, 2014

## Graphic editing tool example



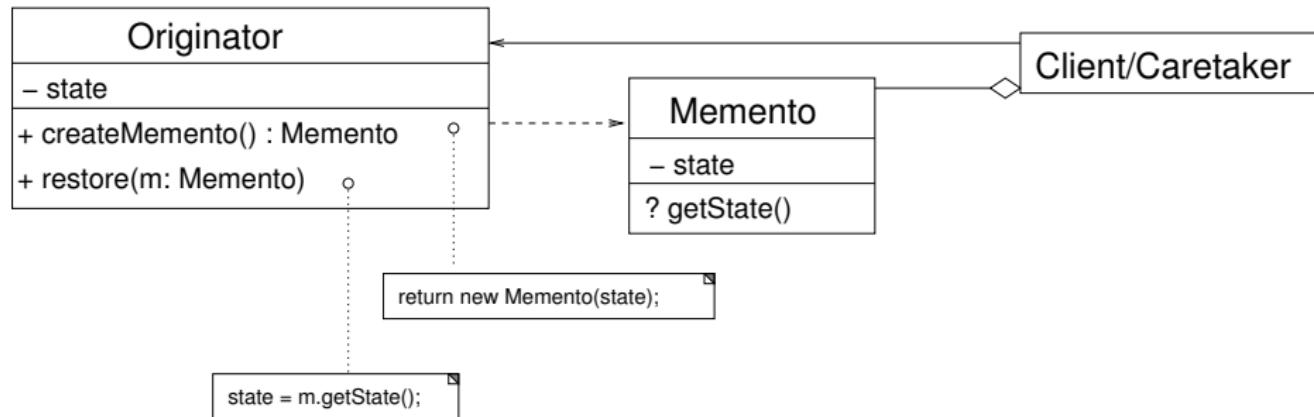
Redrawn from Gamma et al, pg 283–284

## MEMENTO intent

*Without violating encapsulation, capture and externalize an object's internal state so that the object can be restored to this state later.*

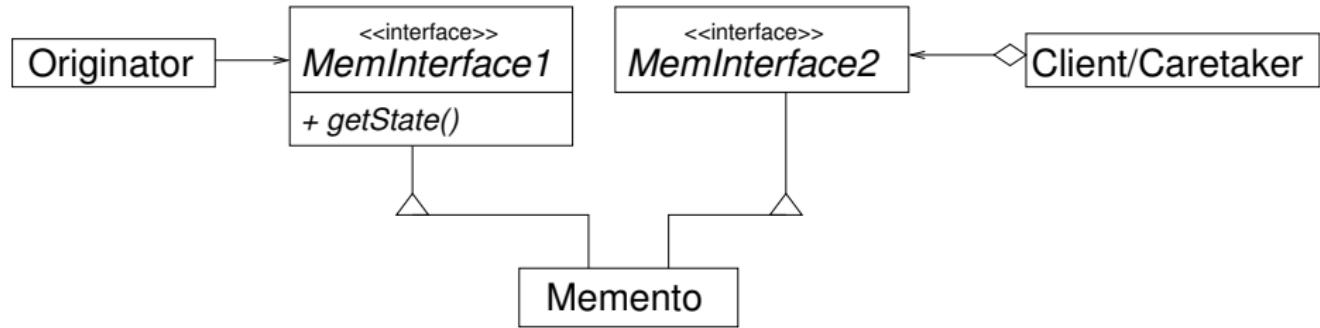
Gamma et al, pg 283

# MEMENTO structure



Based on Gamma et al, pg 285

# Using multiple interfaces



## Using multiple interfaces—in our example

