

- Design Pattern(s) –

I selected observer pattern to solve my matters about intensive care unit.

Why did i choosed that?Because we use observer pattern when one object changes its state,then all other dependents object must automatically change their state to maintain consistency,when subject doesn't know about number of observers it has and when an object should be able to notify other objects without knowing who objects are.These all were included in my project.Patients can have different states and it makes obligatory what changing doctors.Also a doctor can have a single or many patients at the same time.He/she doesnt know about it.Lastly,a doctor never asks about who to cure.That is same for patients.They also don't ask about who is doctor.

How did i employ the observer pattern.First of all, i created a main class named app which is about intensive care unit.Then i created two classes named "Doctor" and "Patient".I implemented the observer interface from Doctor class to use ability of that interface.I had name variable here which i encapsulated it.Also i extended the Observable class from Patient class.I used name and state variables in this class and encapsulated them.I hadn't use state in Doctor class because each doctor has a specific topic but the states of patients can change always.Then i referenced that classes in main class and executed them.I got useful outputs so that showed me my choice was proper for this program.