Method 1

- **Advantages:**
- Simple to develop applications.
- Each object has an alternate liability.
- **Disadvantages**
- Model can be complex.

Method 2

- **Advantages:**
- One change is needed instead of two.

- **Disadvantages:**
- Tests can be harder to proceed as you require the conditions to be straightforwardly installed in the code.

Method 3

- **Advantages:**
- Observers can be added or removed at any time.
- Information can be sent viably without rolling out any improvements between the subject and observer.
- **Disadvantages:**
- Can prompt unintentional intricacy and execution issues if not carried out effectively.

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