Observer pattern:

It has 2 entity

Subject: when something happens to it it notify all the observer.

Observer : Observer observes the subject continuously .

Eg: Shopping kart where in items are put in which list of the customer he will be notified when the item is back on the stock or price drop etc.

Command patter:

As a name suggest it encapsulate Actions inside the object. Using some command this actions can be executed

Sender receiver app