

# Example implementation of an observer pattern

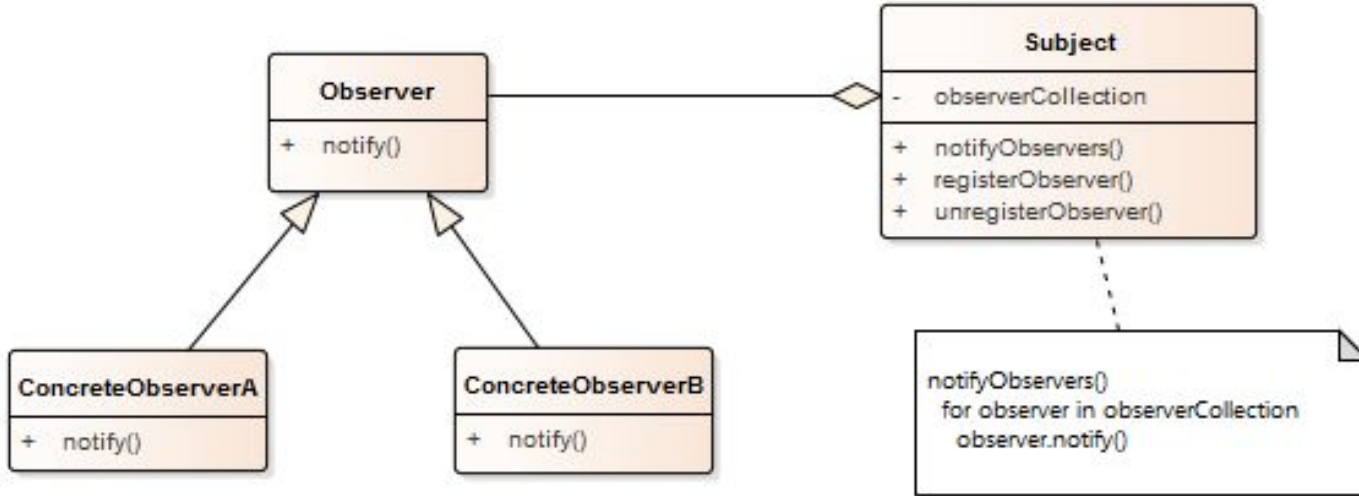
# Content

- Task definition
- Observer pattern in general
- Implementation with Qt
- Concrete example implementation

# Task definition

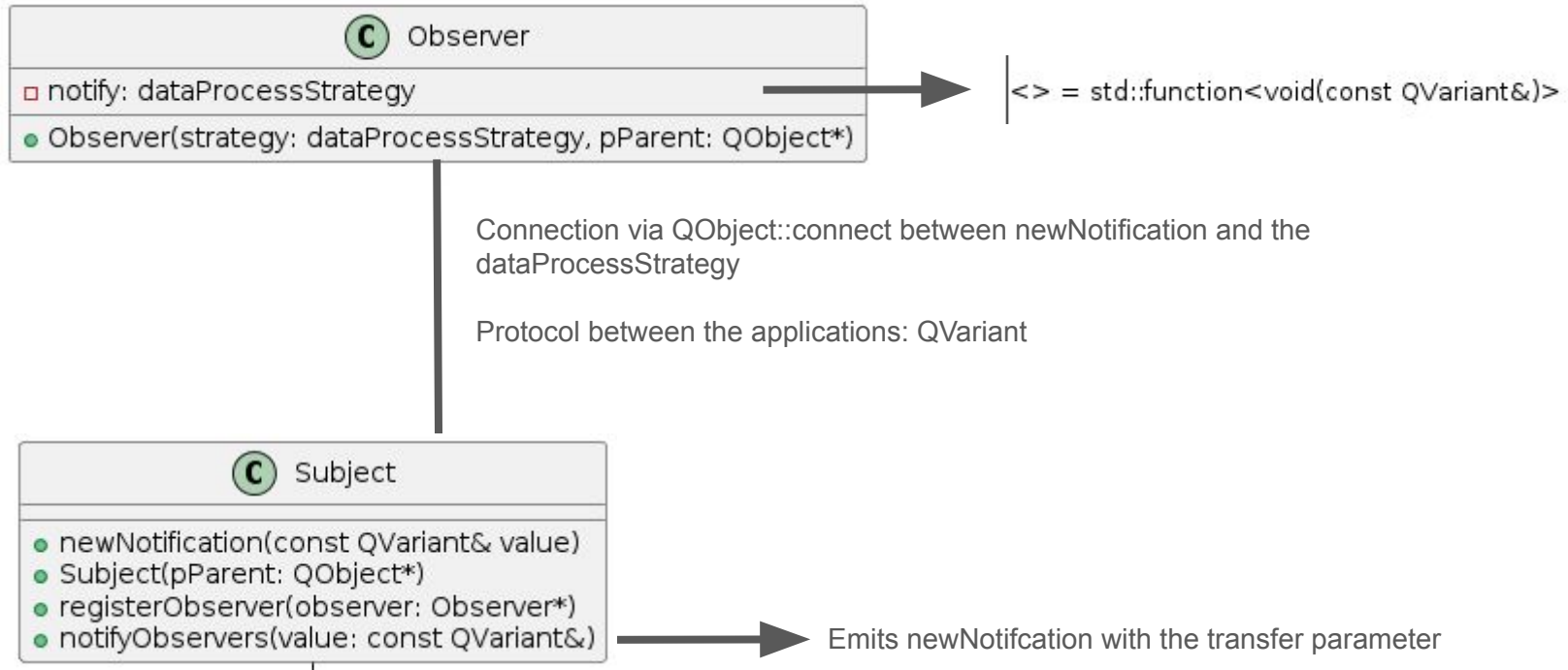
- Linux based ECU
- ECU contains a geo-data source
- provides points, lines, and areas
- access library that gives several consumers access to this geo-data source
- implement the observer pattern

# Observer pattern in general

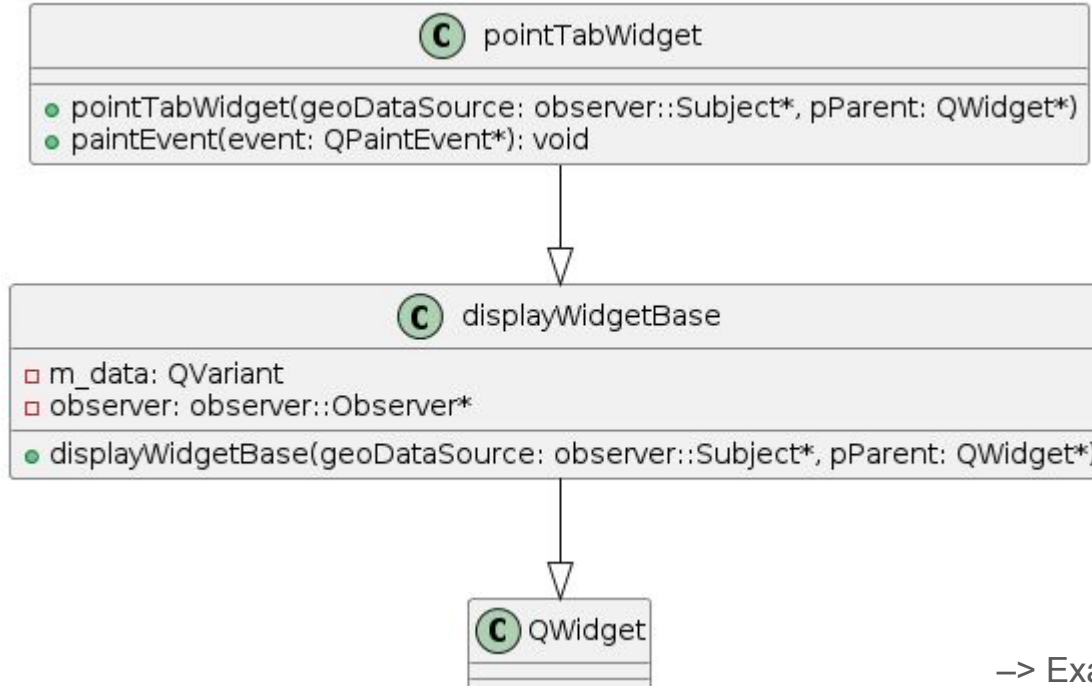


Source: Heise.de: Patterns in der Softwareentwicklung: Das Beobachtermuster

# Implementation with Qt



# Concrete example implementation



implements the paintEvent method: Check whether m\_data can be converted to the type to be painted and then paint it

dataProcessStrategy: save transfer parameters in m\_data and execute QWidget::update

→ Example: Qt\_point\_arrow