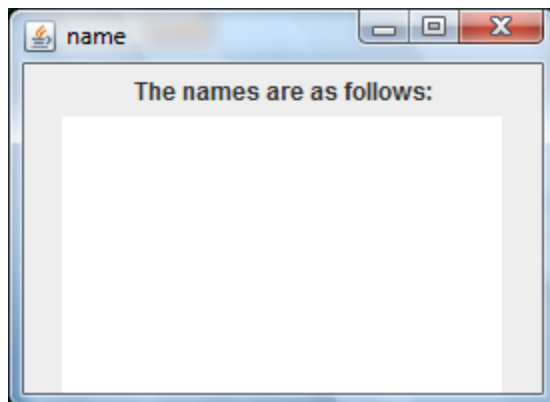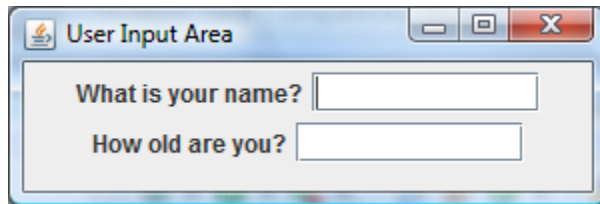# Assignment 4
60-322
Observer pattern

Consider classes MyFrame and OutputFrame given below. When the application MyFrame is run it displays three windows as follows:

If the user types a name in the first field of class JTextField of the first window and presses return, the name appears in the window with "name" in its titlebar. If the user types an age in the second field of class JTextField and presses return, the age appears in the window with "age" in its titlebar.

Modify the class definitions so that

a) the first window contains an Observable object,
b) the second and the third window become observers.

The modified application will work just like the application described above.