

Observer



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Overview

Motivation

Auction demo

- Bidders get notified when price changes

NotificationCenter

- The Observer pattern in iOS

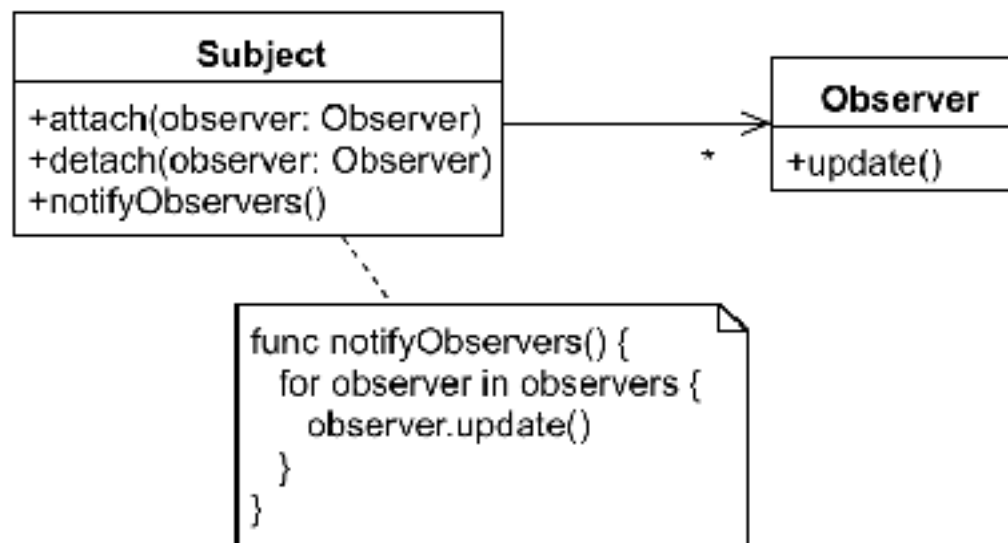
Motivation



Broadcast notifications to observers

- Objects subscribe to receive notifications about changes in another object
- Notify observers when changes occur
- No dependency between the sender and the receiver(s)

Observer Design



Observers

- Subscribe to be notified when the subject's state changes

Subject

- The sender of notifications.
Updates registered observers

Observer

Allows subscribers to get notified about changes in another object, without being tightly coupled to the sender.

Demo

GameSceneManager demo

- Create a snapshot of the game's state
- Restore the game to a previous state

Demo

NotificationCenter demo

- The Observer pattern in iOS

Summary

The Observer design pattern:

- Allows objects to subscribe for notifications
- The subject updates observers when its state changes
- No tight coupling between the subject and the observers

Pitfalls

- Strong observer references
- Introducing tight coupling between the subject and its observers