Observer Pattern GroceryList

In this assignment, you are supposed to make your GroceryList observable. Every time you add or remove a GroceryItemOrder from the list, the observers of your GroceryList should be notified. There should be two kinds of observers: the Supermarket, where they might want to adjust the amount of grocery items in the shop according to the list, and the PersonDoingTheShopping, who should also know about changes to the list. The observers should print their updates to the console.

1. Watch/rewatch the Lynda-video that I link to on your semesterplan.
2. Read the Oracle documentation on Observable and Observer (Java 8).
3. Make the GroceryList extend the Java class Observable.
4. Make the Supermarket-class and the PersonDoingTheShopping-class implement the Java interface Observer.
5. Write a test-class to see whether your program behaves as you expect. Make a GroceryList and try to add and remove GroceryItemOrders from it.