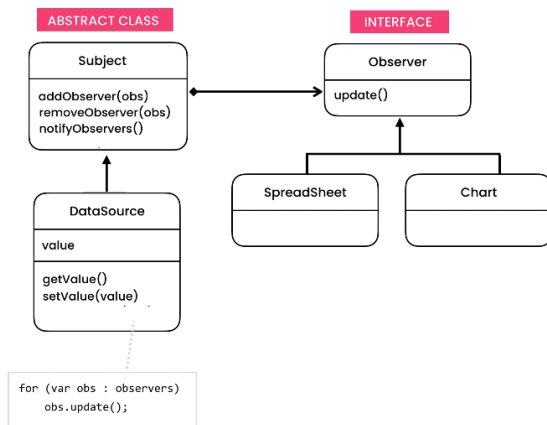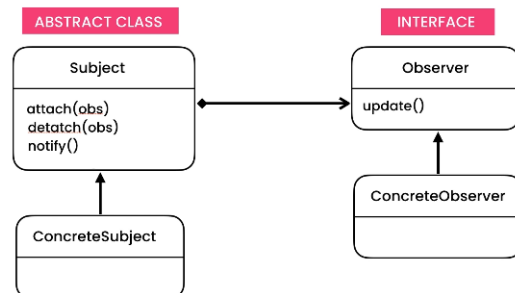# Observer Design Pattern

This pattern is used in situations when the state of an object changes and another object needs to be notified about this change.

## Class Diagrams

| Our Example | The pattern in Gang of Four's book |
|---|---|



## Explanation

Suppose that there is a value in our imaginary application. if this value changes the spreadsheet and the chart have to change. The value is in DataSource class and this class implements the Subject interface. The methods in the Subject interface are responsible for adding, removing, and notifying observers. Observer classes are going to change when value changes. SpreadSheet and Chart implement the Observer interface. They determine how they will change in their update method.