SE 3313 Software Design and Architecture

Observer Pattern

Week 3

1 Context

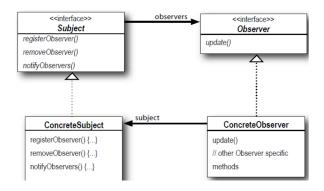
Observer Pattern defines a one-to-many dependency between objects so that when one object changes state, all of its dependents are notified and updated automatically.

2 Problem description

Design a simulation of video streaming site subscription by using Observer Pattern. The system notifies interested users when the video channel uploads a new video. The system should notify Subscribers and Membership owners separately when the new video is available.

3 Measure of success

As the outcome of the exercise, when the project is compiled and run, you are expected to have similar results to the image below:



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Wake up Elena!! Veritasium uploaded new video.
Wake up Derek!! Veritasium uploaded new video.
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Wake up Gale!! Minute Physics uploaded new video without ads for members Wake up Lane!! Minute Physics uploaded new video without ads for members