

# 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:

```
Wake up Elena!! Veritasium uploaded new video.  
Wake up Derek!! Veritasium uploaded new video.
```

```
Wake up Gale!! Minute Physics uploaded new video without ads for members  
Wake up Lane!! Minute Physics uploaded new video without ads for members
```

