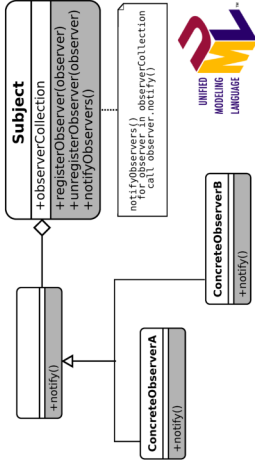




Observer Pattern



Inventor Erich Gamma, Richard Helm ... ~1994

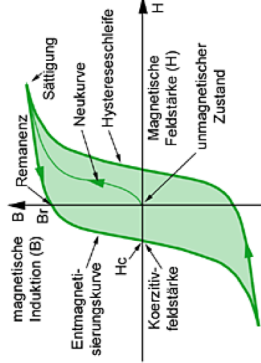
The observer pattern (also called listener pattern) is a design pattern in software development. It belongs to the category of behavior patterns. In the programming language Java it would be **public interface Observer** and it would be used with "implements **Observer**" (needs exercise)

Use Cases

To transfer changes to objects to a complete structures that dependent on this object, ev. an application with different views



HYSTERESIS / REMANENCE



Inventor James Alfred Ewing

Year ~1890

Describes the persistence of an effect after the causing force stopped e.g. In (electro-) magnetism reproducible

Old electron tube televisions tended to become magnetic after a while, which resulted in a bad image, so they had to be "degaussed"

Use Cases

For example, Attempt to delete a deliberately incorrectly played behavior pattern again