Observer Pattern — dp4

UNIFIED MODELING LANGUAGE

Subject
+observerCollection
+registerObserver(observer)
+unregisterObserver(observer)
+notifyObservers()

```
notifyObservers()
for observer in observerCollection
  call observer.update()
```

Observer
+update()

ConcreteObserverA
+update()

ConcreteObserverB
+update()

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.

Non technology enthusiasts think maybe that "observer pattern" means that all the IT and Computer Science People are doing illegal Surveillance and even work for the NSA / CIA (Bad generalization). But in fact the term Observer Pattern has nothing to do with surveillance. But of course this design pattern could also be abused in illegal surveillance.

To learn this implement an Observer Pattern eg. in Java or Python

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CUBE — q1

U + p ᵈᵗ

U + p ᵈᵗ

Inventor: DEMOSCENE **Year:** ~1977

we will not tell you

PLWsX0-AjINWxoOSnVHjA61sKGRcaPpSla

gvc: qvr pelcgvfpur ohpufgnorasbytr ung zvg lbhghor mh gha

FNORD — m172

IHR SOLLTE WISSEN WAS
ein FNORD ist

ES darf auch keines
verloren gehen.

#Indoktrination- oder
aufgedruckten #MKU?
#CuteMark's ein #FNORD sein
konnte. So wurde das Kind
lernen zu ignorieren, dass es
"beschriftet" wurde mit
Psychology(Schlüssel / -Trigger
#TraumaBasedMindControl

#illuminatisC3 ~7

FSK: Freigegeben ohne Altersbeschränkung

Zweiter FNORD:
No Comment "Must" (Organisationshilfe im Stadte V4??)

Inventor: Satan / Capitalism / Advertising Industry

care bare and military = fnord

MilitaryDictatorShips temper with the content of Wikipedia Articles — m158

Inventor: xxxxx **Year:** ~???
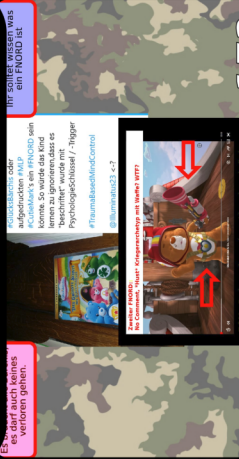
Before i knew that much about the problem we have here in switzerland i found out different things during my work *SherFather: name the company SaveCom* (**Deep Packet Injection: Concept Knowledge:** he names the company to force the company to attack me or as an future m157 Card)* where i mostly worked 8h for money and again 8h for to help all those innocent crying voices that were sticked to the payed task (some sort of a virtual paper clip, a17 Card) of my work. Finding out this sort of things is maybe even organic. If you not yet sold your soul && if you are not ignorant, then most people can solve the puzzle. To see the details, you need to look on the original SVG and zoom in.
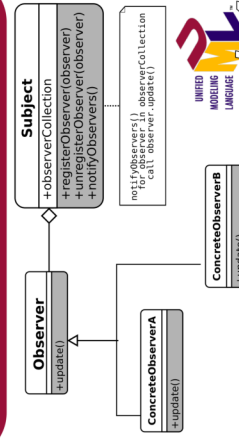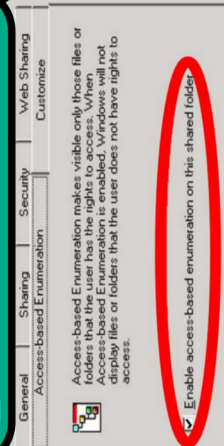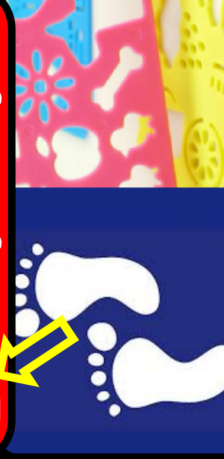
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winning && arrogance — m40

🏆 : U+1F3C6

Inventor: xxxxx **Year:** ~???

Kids unfortunately learn early that they must be the fittest and the first. ("maybe" some parents and technology cards induce that intentionally, see sk1 card)

to avoid that behavior I repeat loud to myself
* first you win
* then you have fame
* then you are getting ignorant and lazy
* then you will have a knife in your back

Don't celebrate wins much, there are lot young people beeing abused and blackmailed by older generations. Better invest time to rescue younger victims. unknwon: The root of this useless behavior is maybe the school, where different kids battle to answer as first, and then remotely enjoy the fame

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DESIGN PATTERNS — dp3

C	Abstract Factory	S	Facade	S	Proxy
S	Adapter	C	Factory Method	B	Observer
S	Bridge	S	Flyweight	C	Singleton
C	Builder	B	Interpreter	B	State
B	Chain of Responsibility	B	Iterator	B	Strategy
B	Command	B	Mediator	B	Template Method
S	Composite	B	Memento	B	Visitor
S	Decorator	C	Prototype		

Inventor: Architect Christopher Alexander ~1977

Design patterns are proven solution templates for recurring design problems in architecture, in software development and in Psychology / Sociology. A design pattern usually contains several classes (templates or objects). A single design pattern is a collection of different such templates. E.g. The shape of a single step of stairs AND the railing (steelwork or eg woodwork) for the complete stairs AND for example the shape for the carpet of a step.

Psychology: Archetypes

Sociology: Archetype Combinations

CLASS (Programming) — dp2

Inventor: Alan Kay **Year:** ~1993

The inventor of the programming language Smalltalk was the first who used objects in software development, But Gutenberg and the letters of his printing presses was another example of templates. A class is a single template for part of a complete software, e.g. "Name, address, location, phone, ..." would be a template for a person in an object relational address database.

Simplification / standardization through "preprinted (software) templates", so in cyberwar (Electronical / Psychological Warfare) you would recognize the general behavior of the class or the design pattern (dp4) that makes it much easier to defend yourself against such attacks.

Access Based Enumeration — dp1

General | Sharing | Security | Web Sharing
Access-Based Enumeration | Customize

Access-based Enumeration makes visible only those files or folders that the user has the rights to access. When Access-based Enumeration is enabled, Windows will not display files or folders that the user does not have rights to access.

☑ Enable access-based enumeration on this shared folder

☐ Apply this folder's setting to all existing shared folders on this computer

Inventor: CIA? **Year:** ~???

Depending on the authorization (or the security clearance) a user folders are shown or not shown in a Windows Netzwork. The same principle maybe also applies to websites, youtube, facebook, twitter and maybe even github... if you consider the m50 card the same system "could" be used to split society into two+ separate groups, and there would be even some triggers known to some of the older groups to start a civil war between this two groups.

Maybe explaining Access Based Ennumeration++ to the society would deescalate this problem a bit.

So update your people with this knowledge. I learned about Access Based Ennumeration at ABB Technikerschule Baden, hopefully only the students not yet joined the dark side, but some of thier parents... unfortunately did.