Observer Design Pattern

Observer pattern is used when there is one-to-many relationship between objects such as if one object is modified, its depenedent objects are to be notified automatically.

## Implementation

Observer pattern uses three actor classes. Subject, Observer and Client. Subject is an object having methods to attach and detach observers to a client object. We have created an abstract class *Observer* and a concrete class *Subject* that is extending class *Observer*.

*ObserverPatternDemo*, our demo class, will use *Subject* and concrete class object to show observer pattern in action.

