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Pros/Cons of Observer Pattern

Pros:

* Efficient way to send data to other objects.
* Loosely coupled
  + Can reuse subjects or observers independent of each other.
  + Changes to either the subject or observers will not affect the other.
* No need to modify the subject to add or remove observers.
  + You can decide who is an observer and who is not at runtime.
* (Less of a pro and more of a note for me, but can still be considered a pro) Can use either a push style, which automatically sends info as it changes, or a pull style, which gets the current data as observer needs it.

Cons:

* Observers are notified in random order (<https://refactoring.guru/design-patterns/observer>)
* The Observable class built into java has some important methods protected such as setChanged().