

## Exercise: Bird

Use the Observer pattern to write a program to represent a bird (Subject) and bird watchers (Observers)



Create a `Bird` class, with ability to 1) flap its wings and 2) sing a song. Just simulate it with print outs:

- "Peacock flashes its wings"
- "Peacock whistles"

Implement the `Bird` as the Subject in the Observer pattern

Create a `BirdWatcher` class (as an Observer), which will react to the bird's behaviour with exclamations like: "Ooh", "How nice", "Would you look at that".

Create a `BlindBirdWatcher` class (as another Observer), which can't see anything, so he only reacts to the bird's singing.

Create a `DeafBirdWatcher` class (as yet another Observer), which can't hear anything, so he only reacts to the bird's behaviour.