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Факультет «Информатика и системы управления»  
Кафедра «Системы обработки информации и управления»

Отчет по лабораторной работе №4

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```
main.py > ...  
from lab_python_pt.facade.Facade import Facade  
  
def main():  
    facade = Facade()  
    facade.create_shops(1, 2)  
    facade.create_clients(1, 2, 1)  
    facade.attach_clients()  
  
    facade.sport_shop_business_logic()  
    facade.electronic_shop_business_logic()  
  
    facade.detach_clients()  
  
    facade.sport_shop_business_logic()  
    facade.electronic_shop_business_logic()  
  
if __name__ == '__main__':  
    main()
```

```
ElectronicsShopFactory: Create new shop with id = 0  
ElectronicsShopFactory: Create new shop with id = 1
```

Factory clients:

Create 1 sport shop clients:

```
SportShopClientFactory: Create new client with id = 0
```

Create 2 electronics shop clients:

```
ElectronicsShopClientFactory: Create new client with id = 0
```

```
ElectronicsShopClientFactory: Create new client with id = 1
```

Create 1 sport electronics shop clients:

```
SportElectronicsShopClientFactory: Create new client with id = 0
```

Observer attach:

Attach 1 sport shop clients:

```
SportShop 0: Attached an observer = SportShopClient 0
```

Attach 2 electronics shop clients:

```
ElectronicsShop 0: Attached an observer = ElectronicsShopClient 0
```

```
ElectronicsShop 0: Attached an observer = ElectronicsShopClient 1
```

```
ElectronicsShop 1: Attached an observer = ElectronicsShopClient 0
```

```
ElectronicsShop 1: Attached an observer = ElectronicsShopClient 1
```

Attach 1 sport electronics shop clients:

```
SportShop 0: Attached an observer = SportElectronicsShopClient 0
```

Attach 1 sport electronics shop clients:

```
ElectronicsShop 0: Attached an observer = SportElectronicsShopClient 0
```

```
ElectronicsShop 1: Attached an observer = SportElectronicsShopClient 0
```

Sport shop business logic:

```
SportShop 0: I received 5 new items
```

```
SportShop 0: 2 observers
```

```
SportShop 0: Notifying observers...
```

```
SportShopClient 0: Reacted to the event
```

```
SportElectronicsShopClient 0: Reacted to the event
```

Electronics shop business logic:

```
ElectronicsShop 0: I received 14 new items
```

```
ElectronicsShop 0: 3 observers
```

```
ElectronicsShop 0: Notifying observers...
```

```
ElectronicsShopClient 0: Reacted to the event
```

```
ElectronicsShopClient 1: Reacted to the event
```

Observer detach:

Detach 1 sport shop clients:

SportShop 0: Detached an observer = SportShopClient 0

Detach 2 electronics shop clients:

ElectronicsShop 0: Detached an observer = ElectronicsShopClient 0

ElectronicsShop 0: Detached an observer = ElectronicsShopClient 1

ElectronicsShop 1: Detached an observer = ElectronicsShopClient 0

ElectronicsShop 1: Detached an observer = ElectronicsShopClient 1

Detach 1 sport electronics shop clients:

SportShop 0: Detached an observer = SportElectronicsShopClient 0

Detach 1 sport electronics shop clients:

ElectronicsShop 0: Detached an observer = SportElectronicsShopClient 0

ElectronicsShop 1: Detached an observer = SportElectronicsShopClient 0

Sport shop business logic:

SportShop 0: I received 5 new items

SportShop 0: 0 observers

Electronics shop business logic:

ElectronicsShop 0: I received 14 new items

ElectronicsShop 0: 0 observers

ElectronicsShop 1: I received 3 new items

ElectronicsShop 1: 0 observers