

**Subject.java**

```
1 // Subject.java
2 // Interface for the subject in the Observer pattern.
3 public interface Subject {
4     // Method to register an observer.
5     void registerObserver(Observer o);
6
7     // Method to remove an observer.
8     void removeObserver(Observer o);
9
10    // Method to notify all registered observers.
11    void notifyObservers(String news);
12 }
13
```