

2018/03/19

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COMS 309

WK 11

MON

HANDOUT

Q. What is the problem being solved in the Observer Pattern?

Q. Why ~~does~~^{is} polling not a good solution?

Describe
Q. ~~Explain~~ the soln ~~that~~ used in the Observer Pattern.

Q. What are ^{the} three elements of a good solution to this problem?

java.util.Observable

- abstract class
- setChanged()
- notifyObservers(Object n)
- clearChanged()
- addObserver(Observer o)
- deleteObserver(Observer o)

java.util.Observer

- interface
- void update(Observable o, Object n)

Given an Account object and a Person object. When account is ~~being~~ debited, the Person object is to be notified (and it prints out the amount being debited).

Write code segments/snippets using java.util.Observable and java.util.Observer to implement this!