The observer design pattern is yet another, one of my favorite design patterns which falls in the category of "**behavioral pattern**". Going by its name, we can say that observer is something (objects in case of OOPS) which is **looking upon** (observing) other object(s). Observer pattern is popularly known to be based on "**The Hollywood Principle**" which says- "**Don’t call us, we will call you.**" **Pub-Sub (**Publisher-Subscriber) is yet another popular nickname given to Observer pattern.

Based on the "Hollywood principle", we can make a guess that in observer pattern, there is a special **Hollywood celebrity object**in which **all other common objects** are interested. In actual terms in the observer pattern - "There are n numbers of***observers***(objects) which are interested in a special object (***called the subject***).Explaining one step further- there are various objects (called observers) which are interested in things going on with a special object (called the **subject**). So they register (or subscribe) themselves to subject (also called **publisher**). The observers are interested in happening of an event (this event usually happens in the boundary of **subject** object) whenever this event is raised (by the **subject/publisher**) the observers are notified (they have subscribed for the happening of this event- Remember?)