Analyse

Vehical Creation System Example

① Observer Design Pattern : It is a type of behavioural design pattern. It defines a one 2 many relationship b/w objects so that when one object (the Subject) changes its states, all dependent objects (observers) are automatically notified & updated.

Idea

① subject = holds data & notifies observers.

② observer = gets updates whenever subject changes.

check stock price notifier code in database.

② Command Design Pattern : It is also a Behavioural Pattern . It turns a request into a standalone object. This allows you to :

(i) encapsulate actions as objects.

(ii) queue , log , undo , or redo actions.

(iii) decouple the sender (U) button) from the reciever (actual logic) .

(Idea) Seperate "what to do" from "who does it"

check remote control code in database.