

# SENG 301

# Software

# Analysis and

# Design

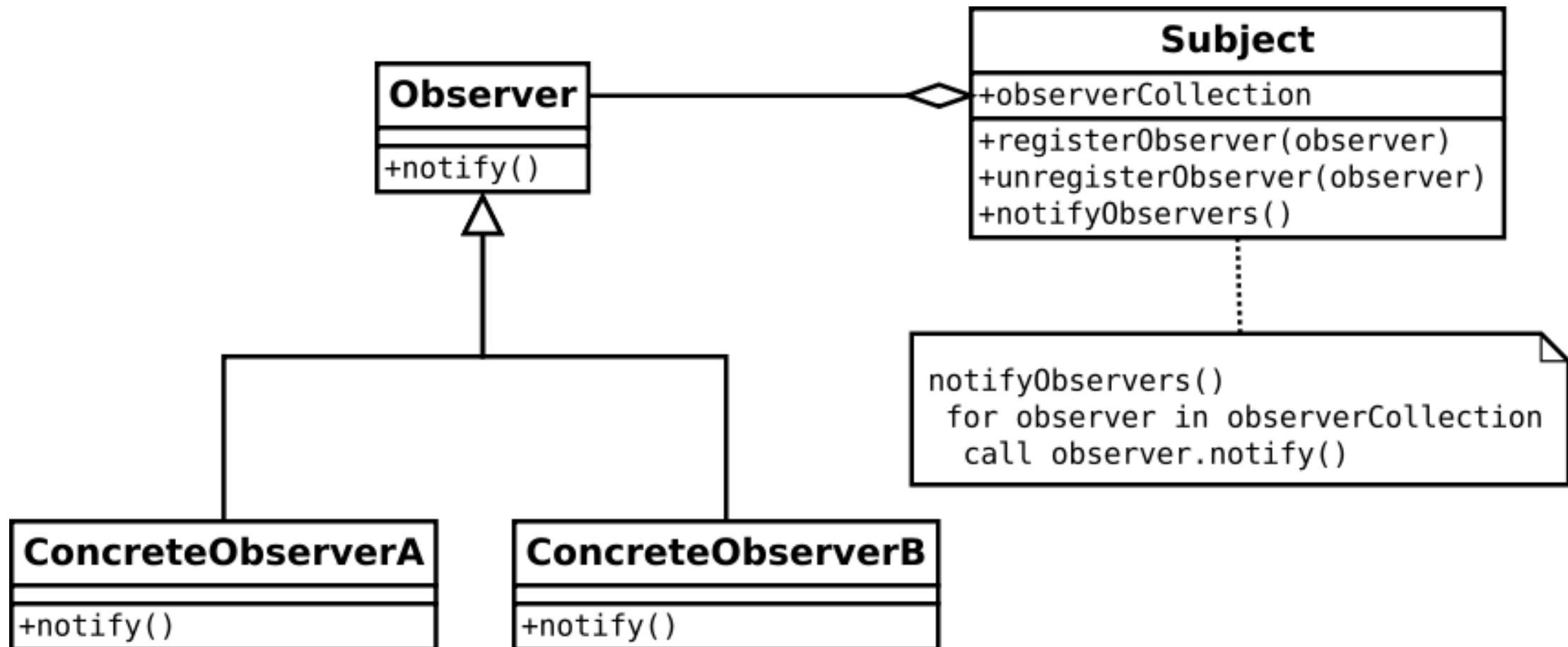
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Lab 11 – Observer Design Pattern

May Mahmoud

# Observer Design Pattern

- Define a one-to-many dependency between objects so that when one object changes state, all its dependents are notified and updated automatically



```
package com.journaldev.design.observer;

public interface Subject {

    //methods to register and unregister observers
    public void register(Observer obj);
    public void unregister(Observer obj);

    //method to notify observers of change
    public void notifyObservers();

    //method to get updates from subject
    public Object getUpdate(Observer obj);

}
```

```
package com.journaldev.design.observer;

public interface Observer {

    //method to update the observer, used by subject
    public void update();

    //attach with subject to observe
    public void setSubject(Subject sub);
}
```

**START LAB 11**