# Namespace Comportamiento.Domain

## Classes

[ConcreteObserver](ConcreteObserver)

[Subject](Subject)

## Interfaces

[IObserver](IObserver)

[ISubject](ISubject)

# Class ConcreteObserver

Namespace: [Comportamiento.Domain](#)

Assembly: Comportamiento.Domain.dll

```csharp
public class ConcreteObserver : IObserver
```

**Inheritance**

[object](#) ← ConcreteObserver

**Implements**

[IObserver](#)

**Inherited Members**

[object.Equals(object)](#) , [object.Equals(object, object)](#) , [object.GetHashCode()](#) , [object.GetType()](#) , [object.MemberwiseClone()](#) , [object.ReferenceEquals(object, object)](#) , [object.ToString()](#)

# Constructors

## ConcreteObserver(string)

```csharp
public ConcreteObserver(string name)
```

## Parameters

`name` [string](#)

# Properties

## State

```csharp
public string State { get; }
```

## Property Value

[string](#)

# Methods

## Update(string)

```
public void Update(string message)
```

### Parameters

`message` [string](#)

# Interface IObserver

Namespace: [Comportamiento.Domain](#)

Assembly: Comportamiento.Domain.dll

```
public interface IObserver
```

## Methods

### Update(string)

```
void Update(string message)
```

#### Parameters

message [string](#)

# Interface ISubject

Namespace: Comportamiento.Domain

Assembly: Comportamiento.Domain.dll

```
public interface ISubject
```

## Methods

### Attach(IObserver)

```
void Attach(IObserver observer)
```

#### Parameters

observer IObserver

### Detach(IObserver)

```
void Detach(IObserver observer)
```

#### Parameters

observer IObserver

### Notify()

```
void Notify()
```

# Class Subject

Namespace: Comportamiento.Domain

Assembly: Comportamiento.Domain.dll

```
public class Subject : ISubject
```

**Inheritance**

object ← Subject

**Implements**

ISubject

**Inherited Members**

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() ,
object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

# Properties

## State

```
public string State { get; set; }
```

### Property Value

string

# Methods

## Attach(IObserver)

```
public void Attach(IObserver observer)
```

### Parameters

observer IObserver

# Detach(IObserver)

```
public void Detach(IObserver observer)
```

## Parameters

observer [IObserver](IObserver)

# Notify()

```
public void Notify()
```

# Namespace Comportamiento.Domain.Tests

## Classes

[ObserverTests](ObserverTests)

# Class ObserverTests

Namespace: <u>Comportamiento</u>.<u>Domain</u>.<u>Tests</u>

Assembly: Comportamiento.Domain.Tests.dll

```csharp
public class ObserverTests
```

**Inheritance**

<u>object</u> ⊞ ← ObserverTests

**Inherited Members**

<u>object.Equals(object)</u> ⊞ , <u>object.Equals(object, object)</u> ⊞ , <u>object.GetHashCode()</u> ⊞ , <u>object.GetType()</u> ⊞ , <u>object.MemberwiseClone()</u> ⊞ , <u>object.ReferenceEquals(object, object)</u> ⊞ , <u>object.ToString()</u> ⊞

# Methods

## TestObserverPattern()

```csharp
[Test]
public void TestObserverPattern()
```