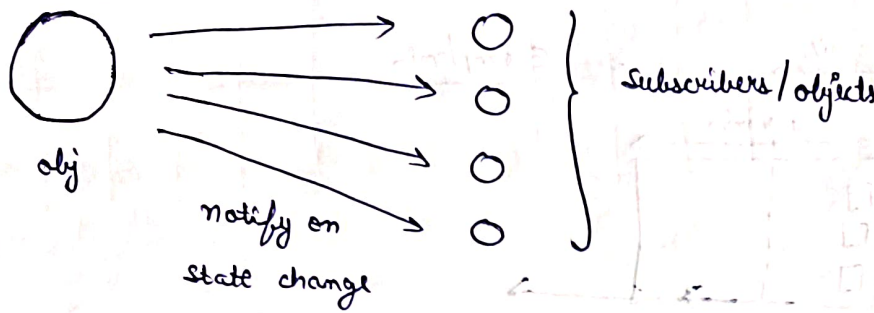
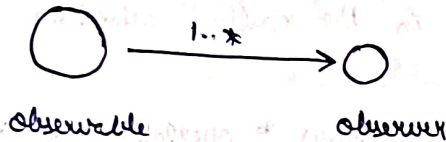


# Observer Design Pattern



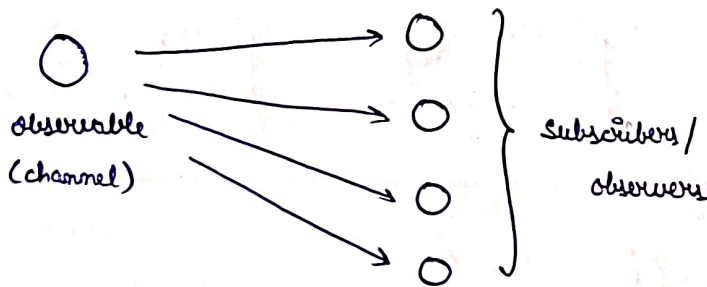
## Polling Technique



In this, the observer asks observable if there is any update (value/state change) after certain intervals (per sec, per min, per hr)

But it is bad because we are asking repeatedly

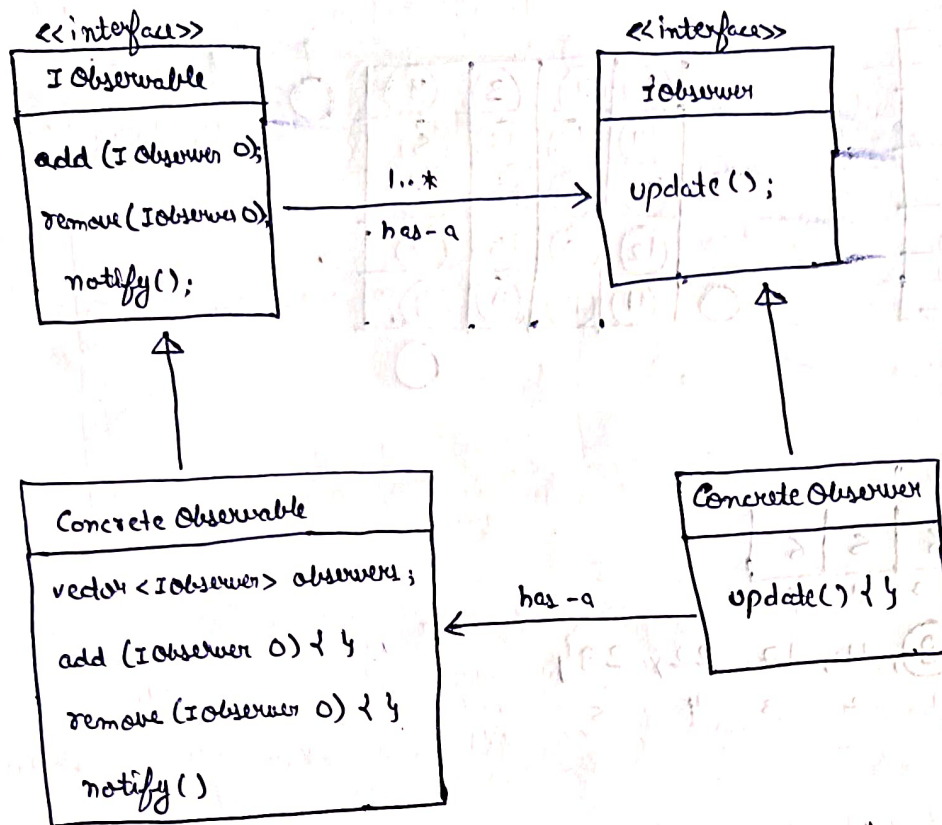
## Pushing Technique



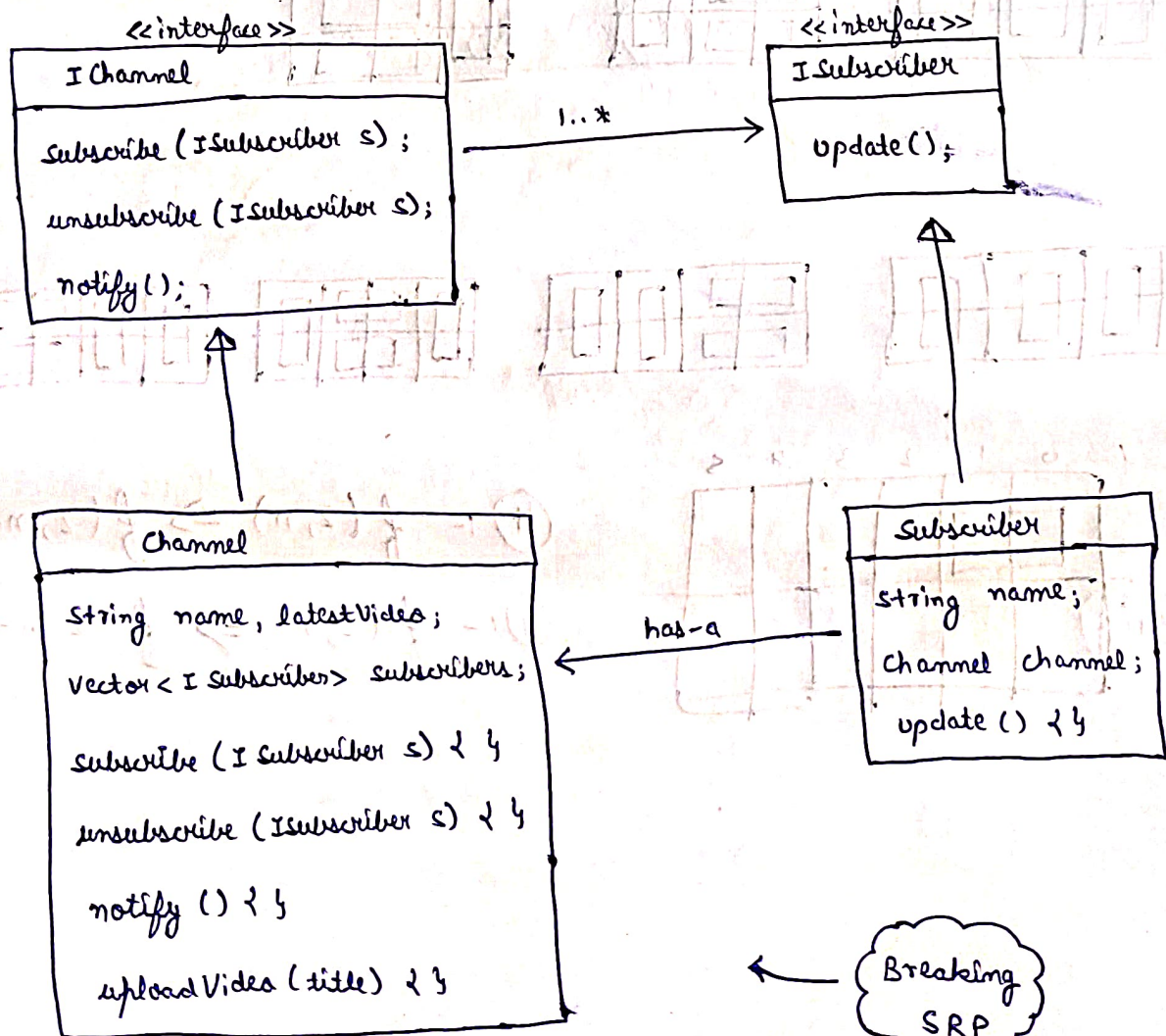
Channel updates all the subscribers when there is state change.

## Definition:-

Defines a one-to-many relationship b/w objects so that when one object changes state, all of its dependents are notified, and updated automatically.



Example of YouTube :-



Breaking SRP