### Weather forecast, anyone?

### WeatherData

// internal weather details

- + getTemperature() : double + getHumidity() : double
- + getPressure() : double

### CurrentConditions

// internal data & display details

+ CurrentConditions(WeatherData)
// other display functions

### StatisticsDisplay

// internal data & display details

+ StatisticsDisplay(WeatherData) // other display functions

Polling?
Probably not...

### What about notification?

### WeatherData

// internal weather details

- ccd : CurrentConditions
- sd: StatisticsDisplay
- + getTemperature()
- + getHumidity()
- + getPressure()
- + measurementsChanged()

### CurrentConditions

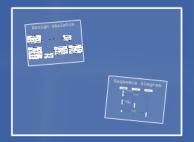
// internal data & display details

+ update(WeatherData)
// other display functions

### **StatisticsDisplay**

// internal data & display details

+ update(WeatherData)
// other display functions





# Change in object state consistently reflected in a set of interested observers Identity of observers not known in advance Observers may change with time Observers can dynamically register/un-register A.k.a. publish-subscribe pattern

## Observer

Change in object *state* consistently *reflected* in a set of interested *observers* 

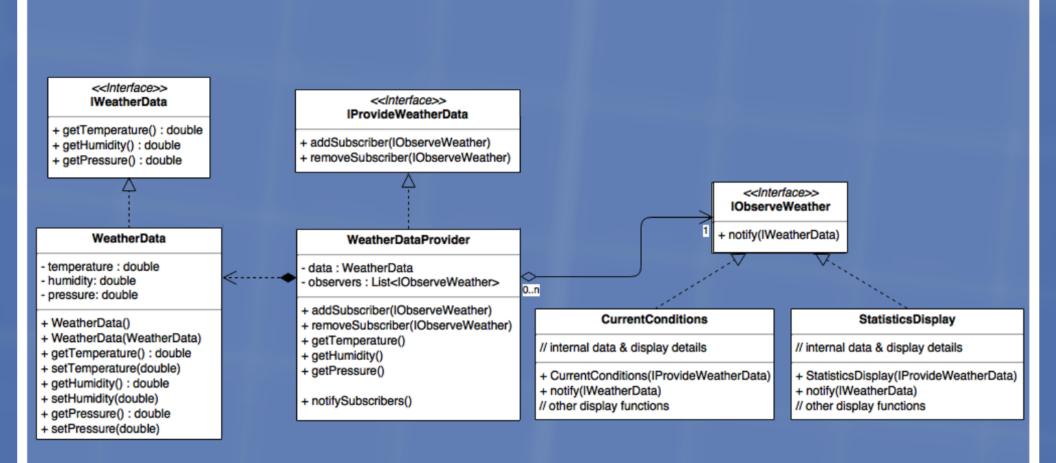
*Identity* of observers not known in advance

Observers may *change* with time

Observers can *dynamically* register/un-register

A.k.a. *publish-subscribe* pattern





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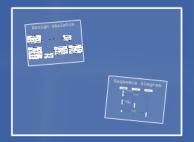
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### **StatisticsDisplay**

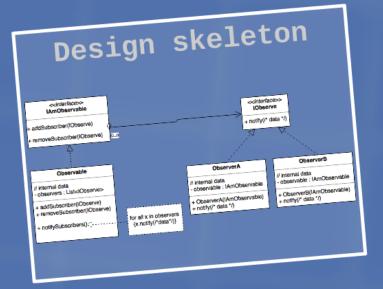
// internal data & display details

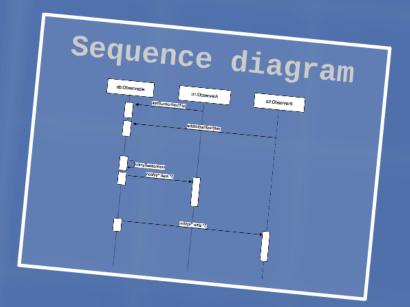
+ update(WeatherData)
// other display functions



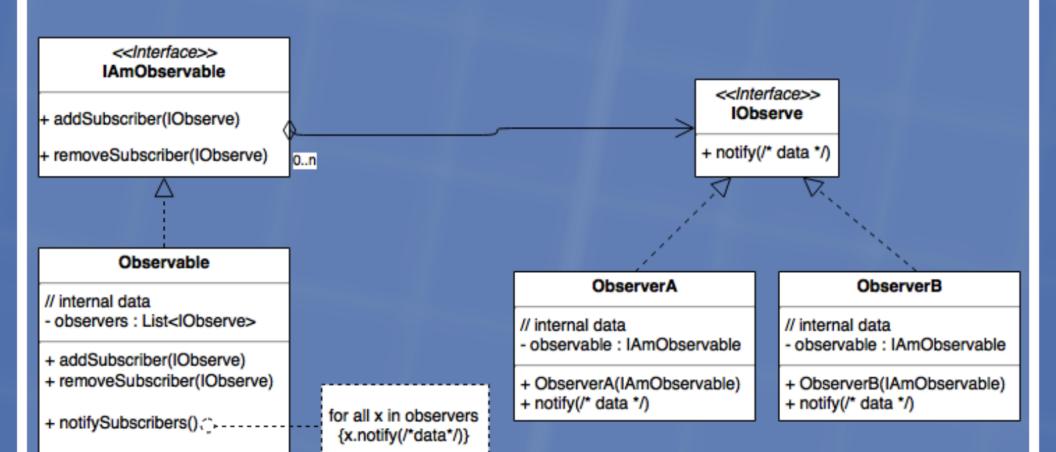


# Change in object state consistently reflected in a set of interested observers Identity of observers not known in advance Observers may change with time Observers can dynamically register/un-register A.k.a. publish-subscribe pattern

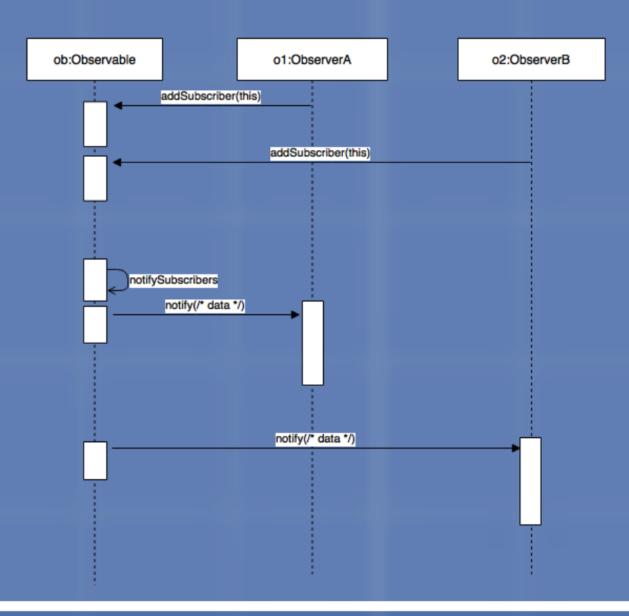




## Design skeleton



## Sequence diagram



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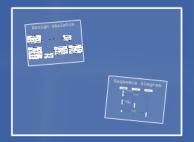
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