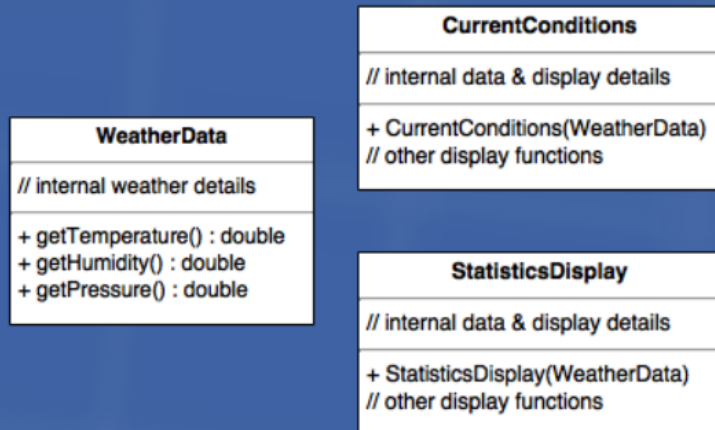
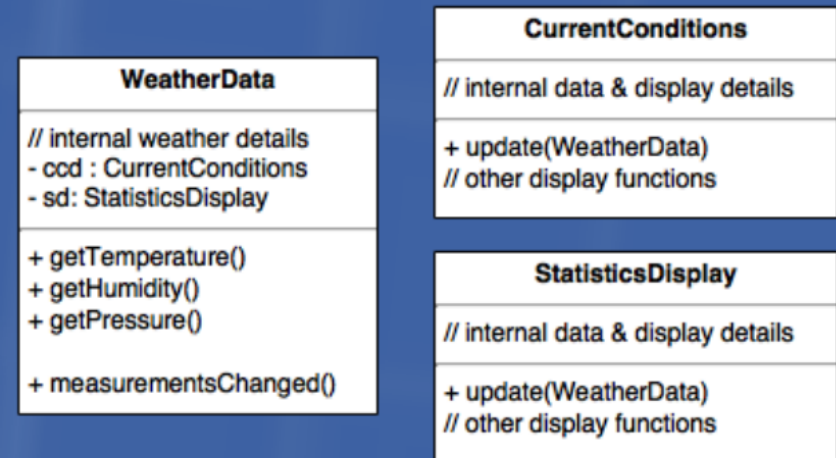


Weather forecast, anyone?



Polling?
Probably not...

What about
notification?



Observer

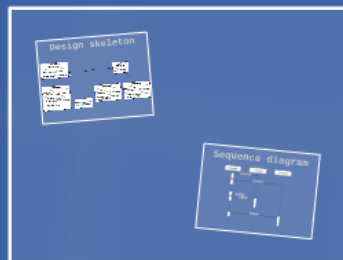
Change in object *state* consistently
reflected in a set of interested *observers*

Identity of observers not known in advance

Observers may *change* with time

Observers can *dynamically* register/un-register

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



Observer

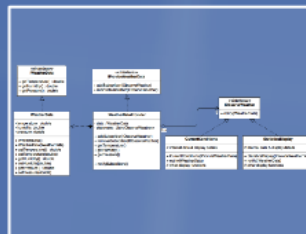
Change in object *state* consistently *reflected* in a set of interested *observers*

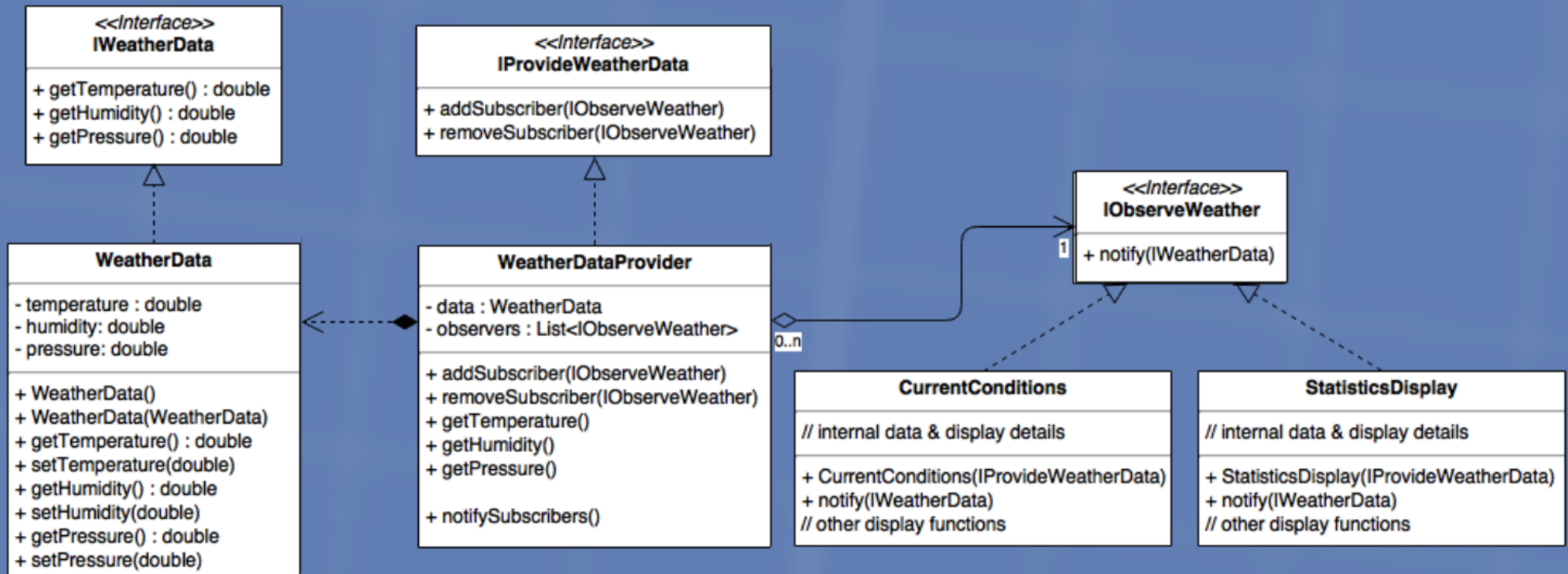
Identity of observers not known in advance

Observers may *change* with time

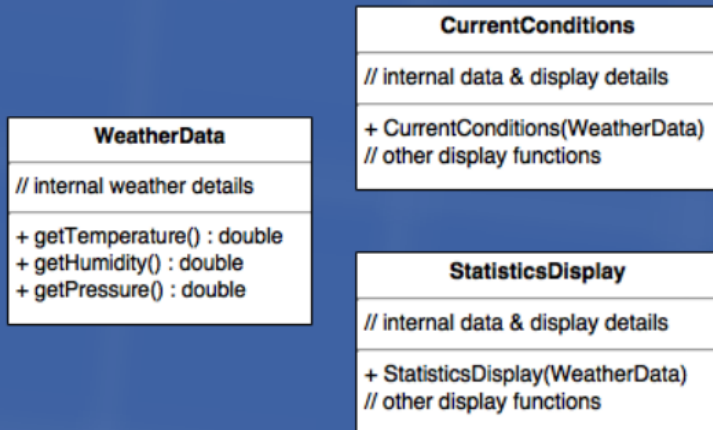
Observers can *dynamically* register/un-register

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



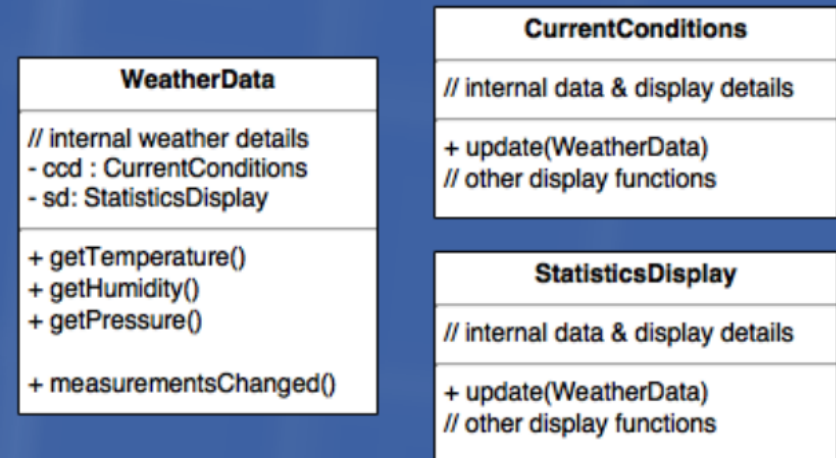


Weather forecast, anyone?



Polling?
Probably not...

What about
notification?



Observer

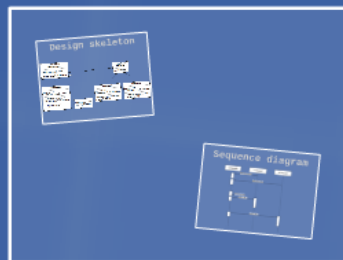
Change in object *state* consistently
reflected in a set of interested *observers*

Identity of observers not known in advance

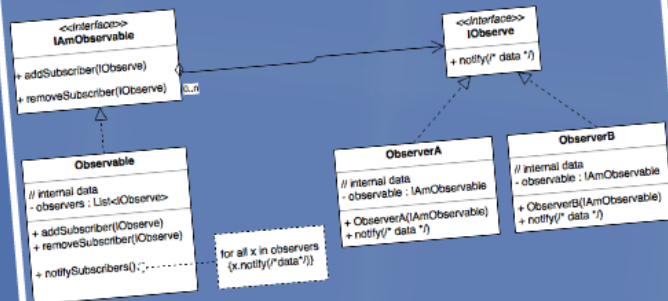
Observers may *change* with time

Observers can *dynamically* register/un-register

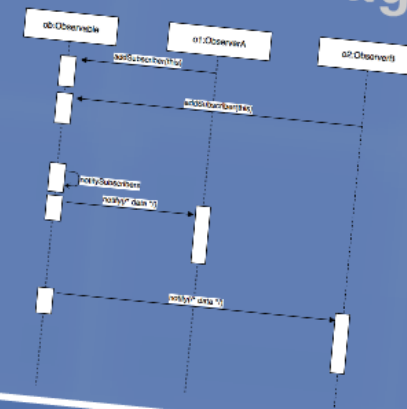
A.k.a. *publish-subscribe* pattern



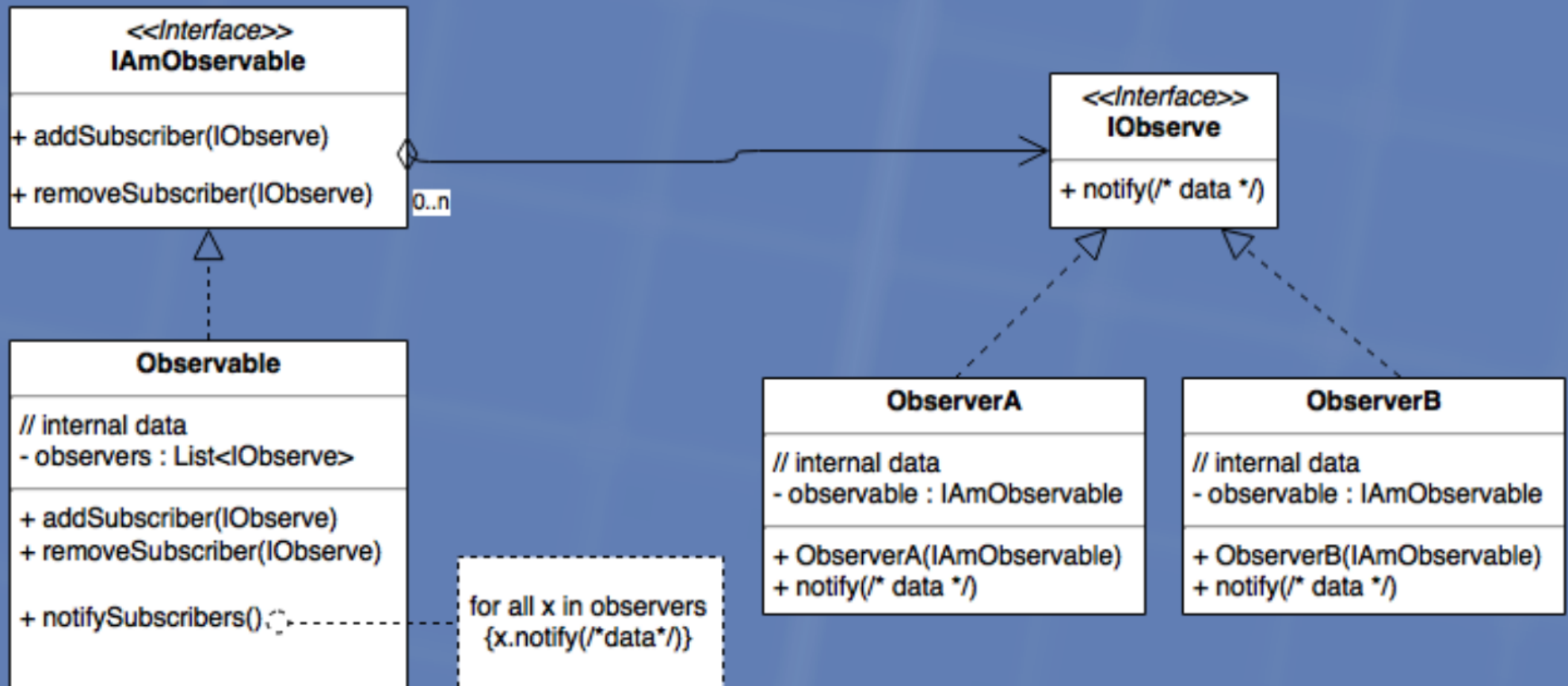
Design skeleton



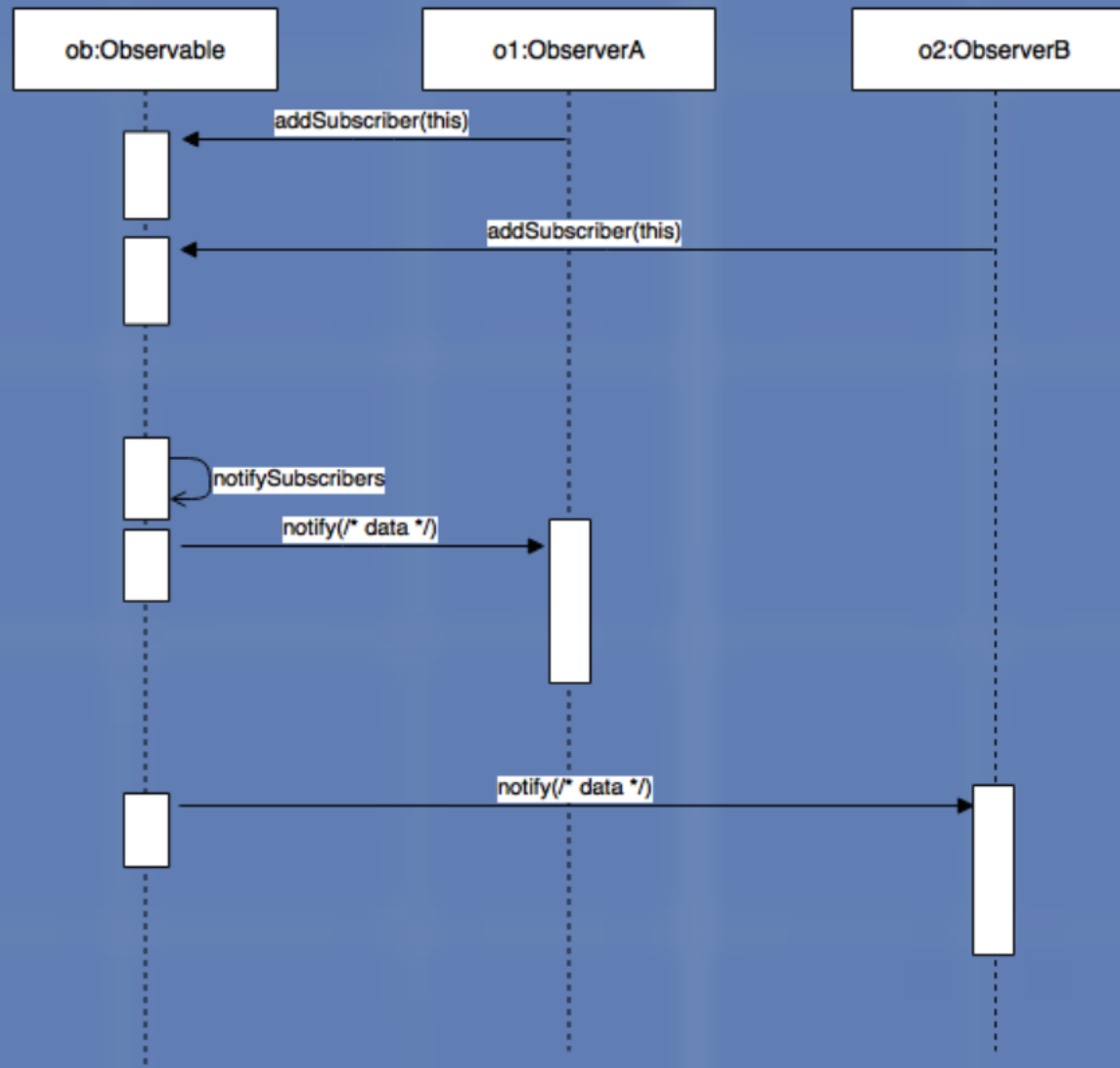
Sequence diagram



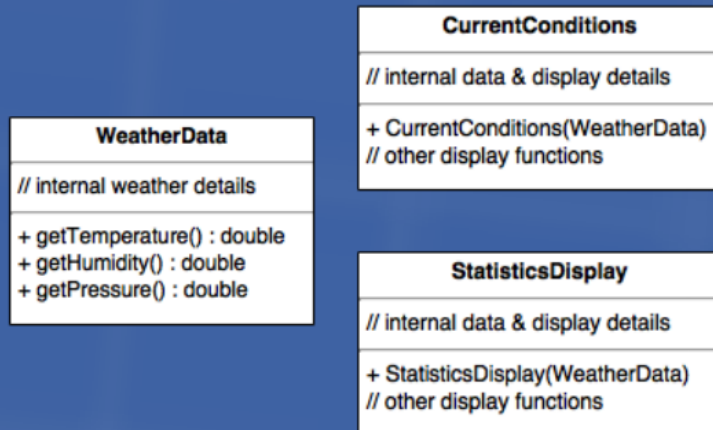
Design skeleton



Sequence diagram

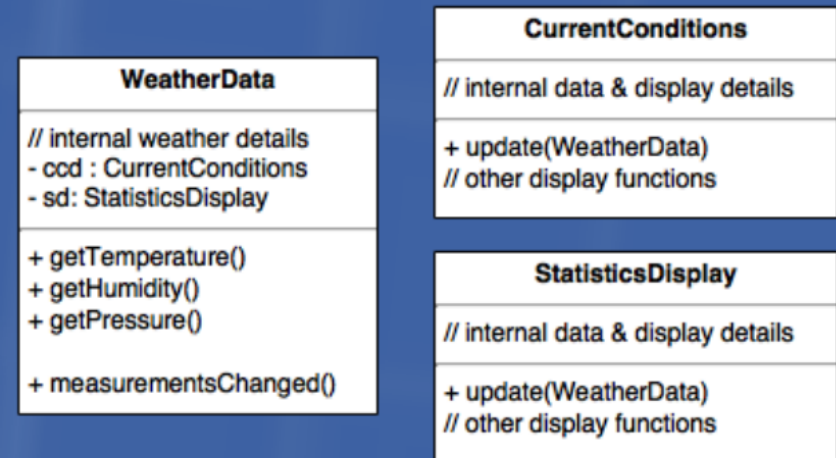


Weather forecast, anyone?



Polling?
Probably not...

What about
notification?



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

