利用JDK的java.util包中提供的Observable类以及Observer接口实现课堂的例子（对随机数的观察输出），将程序进行你要的修改或完善

Code：

import java.util.Observable;  
import java.util.Observer;  
import java.util.Random;  
  
public class Main {  
 public static void main(String[] args) {  
 RandomNumberGenerator generator = new RandomNumberGenerator();  
 Observer observer1 = new DigitObserver();  
 Observer observer2 = new GraphObserver();  
  
 generator.addObserver(observer1);  
 generator.addObserver(observer2);  
  
 generator.execute();  
 }  
  
 static class RandomNumberGenerator extends Observable {  
 private Random random = new Random();  
 private int number;  
  
 public int getNumber() {  
 return number;  
 }  
  
 public void execute() {  
 for (int i = 0; i < 10; i++) {  
 number = random.nextInt(50);  
 setChanged();  
 notifyObservers(number);  
 try {  
 Thread.*sleep*(100);  
 } catch (InterruptedException e) {  
 e.printStackTrace();  
 }  
 }  
 }  
 }  
  
 static class DigitObserver implements Observer {  
 @Override  
 public void update(Observable o, Object arg) {  
 if (arg instanceof Integer) {  
 System.*out*.println("DigitObserver: " + arg);  
 }  
 }  
 }  
  
 static class GraphObserver implements Observer {  
 @Override  
 public void update(Observable o, Object arg) {  
 if (arg instanceof Integer) {  
 int num = (Integer) arg;  
 System.*out*.print("GraphObserver: ");  
 for (int i = 0; i < num; i++) {  
 System.*out*.print("\*");  
 }  
 System.*out*.println();  
 }  
 }  
 }  
}

运行结果：



