| Attributes | Description |
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| Name | Observer design pattern |
| Context | The pattern applied in case that there is a one object changes some data and some other objects that must be notified when this occurs. The first object we refer to it as observable and the second as observers |
| Problem | How to notifiy all observers when changes occure. |
| Forces | Interdependence/coupling between objects should be reduced as much as possible. |
| solution | One/Many Officers are observable to One/Many Users (Observers) and the Observable has notify() function to notify all Observers when changes occur by calling getObservers() function and call in each of them Observer.update() function. |
| References | *Gang of Four. Year: 1995.* |