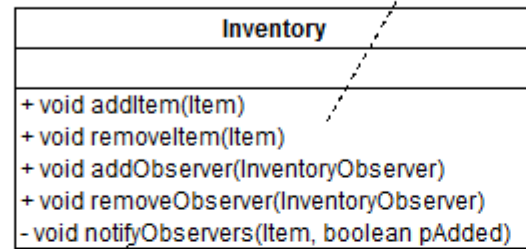


addItem and removeItem are going to have to call notifyObserver internally.



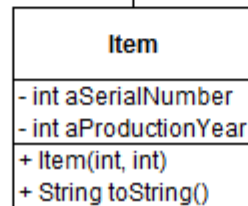
aObservers \*



ListView

PieChart

aItems \*



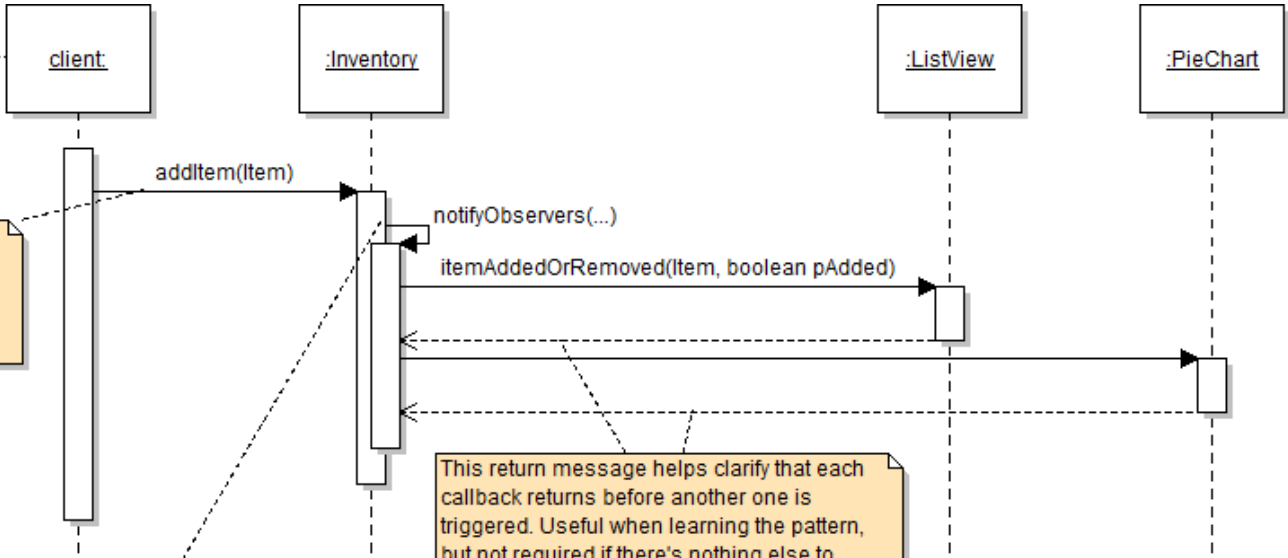
Note that the notifyObservers method is private. This communicates the information that clients are not responsible for triggering the notifications: this must happen internally in all relevant state-changing methods.

This clearly implements the push model, because there is no way indicated on this diagram for the views to access the model state by querying the model.

Here the type of the client is not important, so I leave it out (and leave the right-hand side blank). For all other objects, it's the type that actually matters, so I do the opposite.

In my original question formulation, the method was called simply add(Item). Why is addItem(Item) a better choice? It has to do with overloading (explained in lecture 13).

This message clearly shows that notifyObservers is called from within add(Item), thus indicating that clients don't have to worry about it (in this design)



This return message helps clarify that each callback returns before another one is triggered. Useful when learning the pattern, but not required if there's nothing else to clarify.