PYTHON APPLICATION PROGRAMMING

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Introduction

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Observer

- The observer pattern (a subset of the publish/subscribe pattern) is a software design pattern in which an object, called the subject, maintains a list of its dependants, called observers, and notifies them automatically of any state changes, usually by calling one of their methods.

- It is mainly used to implement distributed event handling systems.

Wiki definition

Observer

- Observer Pattern, we would have:
  - Publisher
  - Subscriber

Observer

- **Publisher** class that would contain methods for: ☐ Registering other objects which would like to receive notifications.

- Notifying any changes that occur in the main object to the registered objects (via registered object's method).

- Unregistering objects that do not want to receive any further notifications.

Observer

- **Subscriber** Class that would contain:

- A method that is used by the Publisher Class, to notify the objects registered with it, of any change that occurs

- An event that triggers a state change that leads the Publisher to call its notification method

Observer Example:

TechForum on which technical posts are published by different users. The users might subscribe to receive notifications when any of the other users publishes a new post. To see this in the light of objects, we could have a "TechForum" object and we can have another list of objects called " User" objects that are registered to the "TechForum" object, that can observe for any new posts on the "TechForum" . Along with the new post notification, the title of the post is sent.

THANK YOU

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