OBSERVER DESIGN PATTERN

* Observer pattern is used when there is one to many relationship between objects and they are dependent to each other means that if one object is modified then it will be reflect to another object that's why to overcome this problem we use observer design pattern which separate the objects
* This observer pattern falls under the category of Behavioural design pattern
* In Observer design pattern we have three classes one is subject, Observer, Client classes.
* Subject is an Object having some methods which is used to attach or detach observers to the client.
* We make our Observer class as a static and subject will inherit the properties of that abstract(observer) class and override its function and make different objects and give it to the client separately.

