**Observer** is a behavioral design pattern that lets you define a subscription mechanism to notify multiple objects about any events that happen to the object they’re observing.

The **Observer Design Pattern** is a behavioral design pattern that defines a one-to-many dependency between objects. When one object (the subject) changes its state, all its dependents (observers) are notified and updated automatically. This pattern is commonly used in event handling systems, such as GUI frameworks, where changes in one object need to be reflected in others.



