Observer Pattern

An Observer Pattern says that "just define a one-to-one dependency so that when one object changes state, all its dependents are notified and updated automatically".

The observer pattern is also known as Dependents or Publish-Subscribe.

Benefits:

* It describes the coupling between the objects and the observer.
* It provides the support for broadcast-type communication.

Usage:

* When the change of a state in one object must be reflected in another object without keeping the objects tight coupled.
* When the framework we writes and needs to be enhanced in future with new observers with minimal chamges.

UML for Observer Pattern:

