

# Patterns Intro & Observer Pattern

## Out of class learning activities

- Read:
  - In Safari Books Online, in the Design Patterns: Elements of Reusable Object-Oriented Software book, read the following:  
[Chapter 1. Introduction](#)  
[Section titled "Object Behavioral: Observer" in Chapter 5. Behavioral Patterns](#)  
If you need access, visit this URL first and enter your BYU email address (<https://www.safaribooksonline.com/library/view/temporary-access/?orpg>)
- Watch:
  - In Safari Books Online, in the Design Patterns (Clean Coders Video Series), watch “The Observer Pattern” video (only watch 13:15 - 47:15, duration 34:00)  
[https://learning.oreilly.com/videos/design-patterns-clean/9780135485965/9780135485965-DPCC\\_E31](https://learning.oreilly.com/videos/design-patterns-clean/9780135485965/9780135485965-DPCC_E31)