

# 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)

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