



- * it is a behavioural design pattern where an object (Subject) maintains a list of dependents (observers) and notifies them automatically of any state changes, usually by calling any of their methods.
- Subject: holds state and a list of observers; provides methods to attach, detach and notify observers.
 - Observers: defines an interface to be notified of updates.
 - Concrete Subject / Concrete Observer: implement the subject and observer interfaces with specific behaviour.