

Observer Design Pattern

The Story So Far...

Creational patterns

Factory, Singleton, and Builder

Structural patterns

Compoite, Adapter, and Decorator

Behavioral patterns

Observer and Strategy

Observer Design Pattern

The Observer pattern defines and maintains a dependency between objects.

The classic example of Observer is in Model-View-Controller

- all views of the model are notified whenever the model's state changes

Observer

Intent

Define a one-to-many dependency between objects

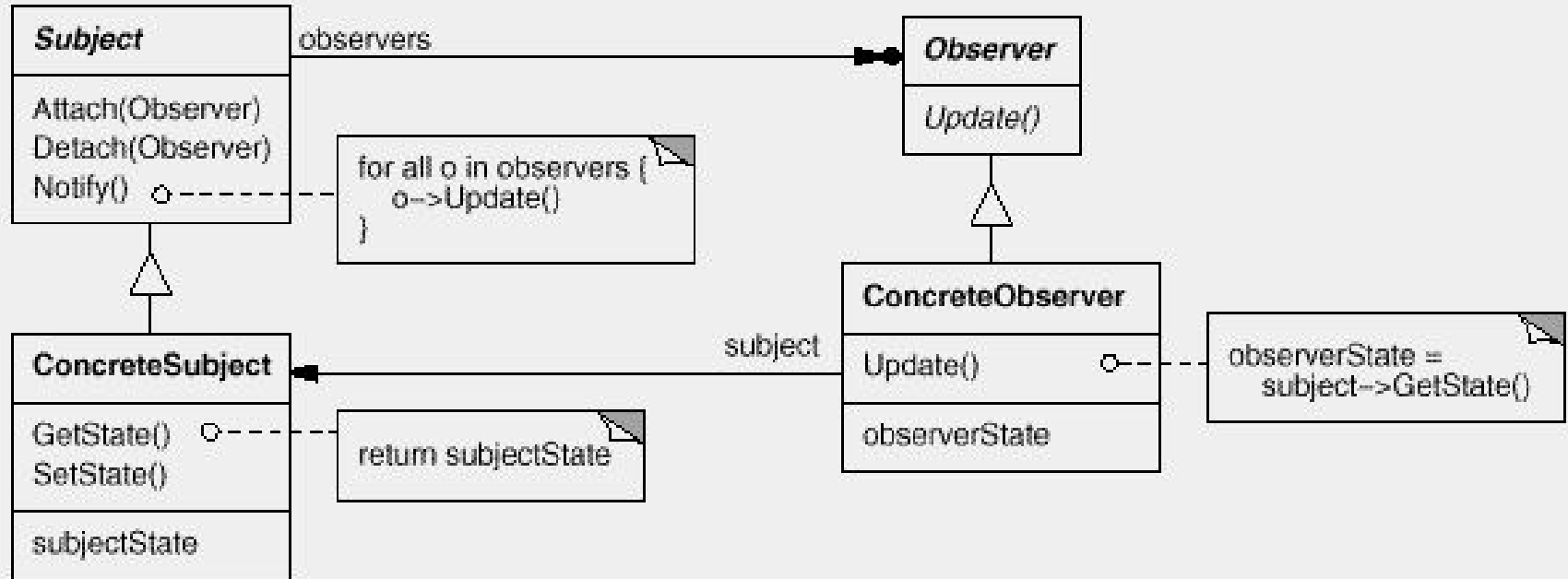
when one object changes state, all its dependents are notified and updated automatically.

Also known as

Publish-Subscribe

Observer

Structure



Observer

Applicability

When a change to one object requires changing others, and you don't know how many objects need to be changed.

When an abstraction has two aspects, one dependent on the other.