TP 13

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Link Repo:

https://github.com/fahmihasanasagaf/KPL 2311104074 SE0702/tree/main/13 Design Pat tern Implementation

Subject.cs

```
Subject.cs + X Observer.cs Program.cs
                                                                              → 🕏 NewsAgency
                                                                                                                                                                using System.Collections.Generic;
  { <u>}</u>
                  1 reference
public interface ISubject
                       4 references
void Attach(IObserver observer);
                       2 references
void Detach(IObserver observer);
                       3 references
void Notify();
                  2 references
public class NewsAgency : ISubject
                       private List<IObserver> observers = new List<IObserver>();
                       public string News { get; set; }
                       4 references public void Attach(IObserver observer)
                            observers.Add(observer);
                       2 references
public void Detach(IObserver observer)

                            observers.Remove(observer);
                       3 references public void Notify()
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                             foreach (var observer in observers)
                                 observer.Update(News);
```

Observer.cs

```
Subject.cs
                  Observer.cs + X Program.cs
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NewsReader

  {a
                    using System;
                    7 references public interface IObserver
  ш
                          2 references
void Update(string message);
  ш
                    7 references public class NewsReader : IObserver
  H1
                          private string name;
                          3 references public NewsReader(string name)
                                this.name = name;
                          2 references
public void Update(string message)
  Πî
                                Console.WriteLine($"{name} menerima berita: {message}");
         228
```

Program.cs

```
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                                                                              🕶 🧠 Program
                                                                                                                                                                 + ੴ Main(string[] args)
{ <u>}</u>
                 using System;
                 O references
class Program
                      O references static void Main(string[] args)
                           NewsAgency agency = new NewsAgency();
                          NewsReader fahmi = new NewsReader("Fahmi");
                          NewsReader laila = new NewsReader("Laila");
NewsReader faishal = new NewsReader("Faishal");
                           agency.Attach(fahmi);
                           agency.Attach(laila);
                          agency.Attach(faishal);
                          agency.News = "Berita terbaru: Design Pattern dipelajari!";
agency.Notify();
                           agency.Detach(laila);
                           agency.News = "Update: Observer Pattern sangat berguna!";
                           agency.Notify();
```

Output

```
Fahmi menerima berita: Berita terbaru: Design Pattern dipelajari!
Laila menerima berita: Berita terbaru: Design Pattern dipelajari!
Faishal menerima berita: Berita terbaru: Design Pattern dipelajari!
Fahmi menerima berita: Update: Observer Pattern sangat berguna!
Faishal menerima berita: Update: Observer Pattern sangat berguna!

C:\Users\fahmi\source\repos\KPL_2311104074_SE0702\13_Design_Pattern_Implementation\tp13\tp13\bin\Deprocess 12812) exited with code 0 (0x0).

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