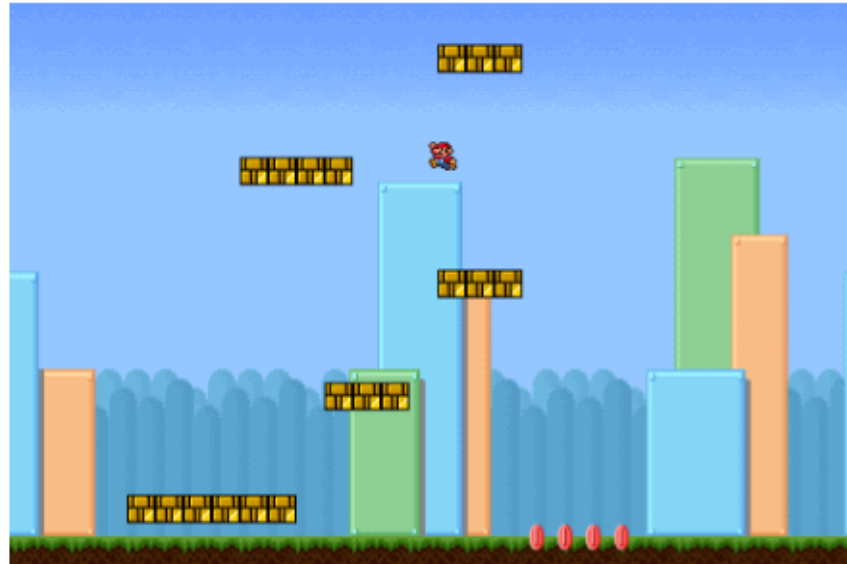


41 YARANGA SUQUILLO LEONARDO JAVIER

Design pattern:Observer

Program Name: SuperMario Java

Link: <https://youtu.be/VbXDjYKJC-4>



Place where you found: **Coin.java, Player.java, Sprite.java, Brick.java**

Explanation:

The observer pattern is being used in the Super Mario game to keep the game components synchronized and updated in real time: coins, players, bricks, updating their status for the user.

