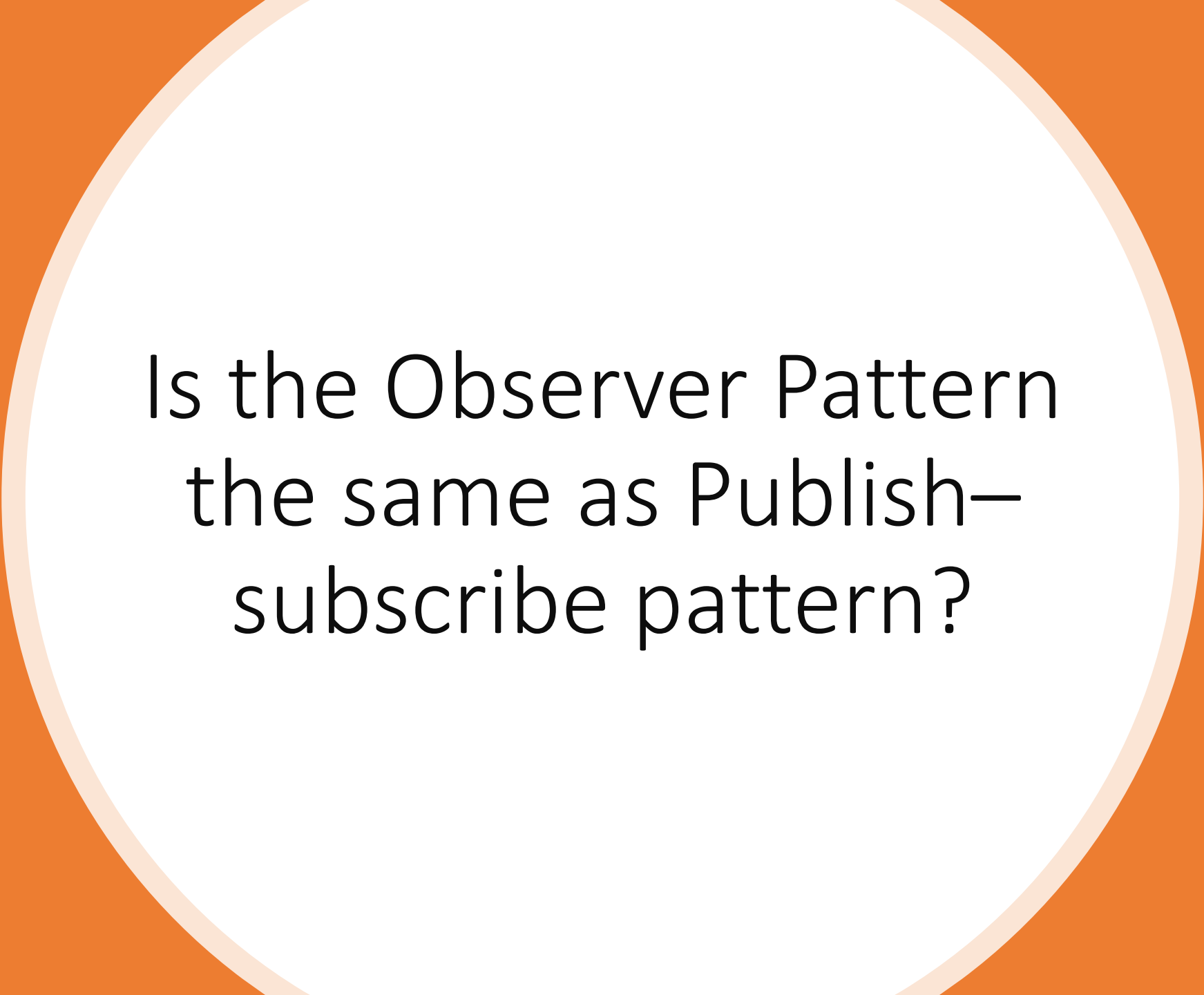


Observer Pattern

Behavioral Design Patterns

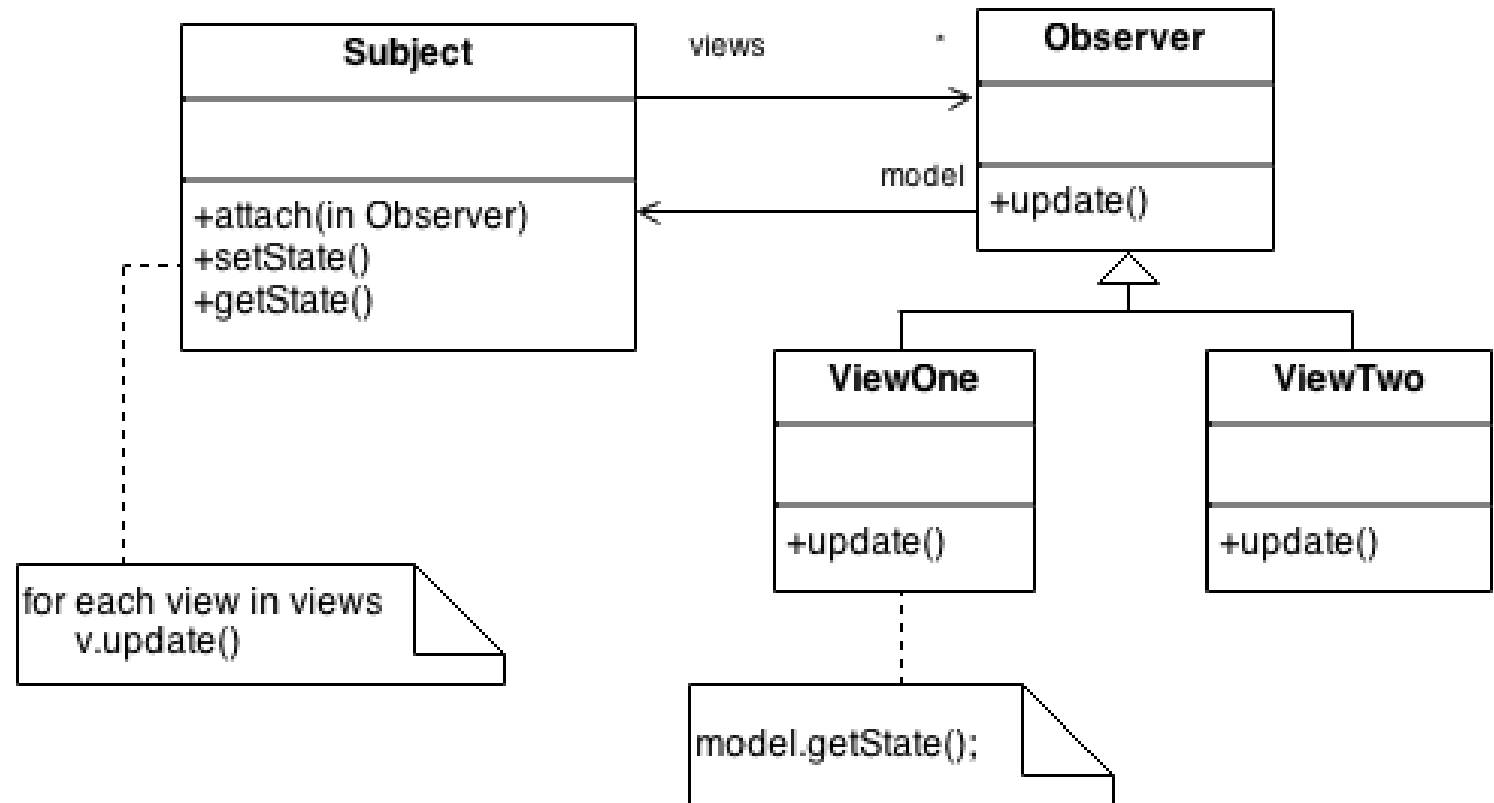


Is the Observer Pattern
the same as Publish—
subscribe pattern?

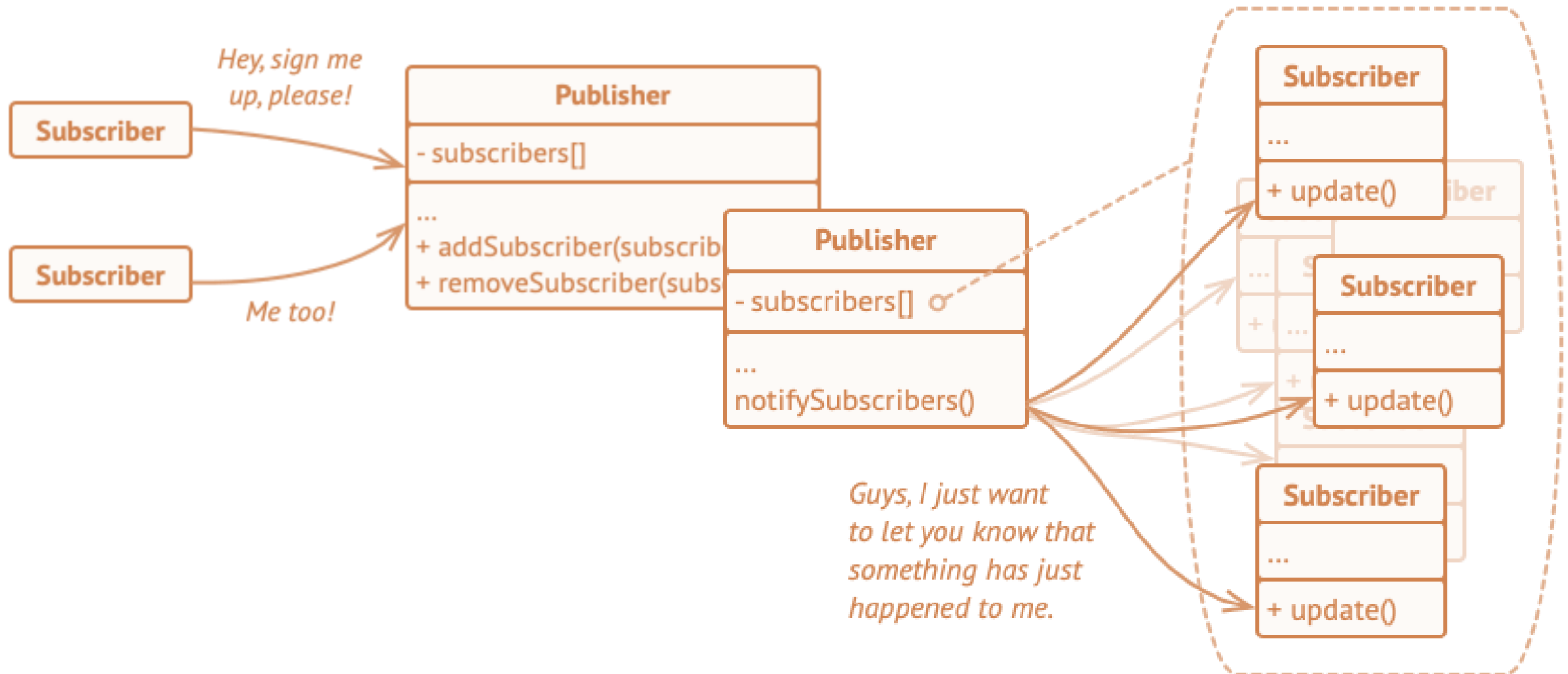
Definition

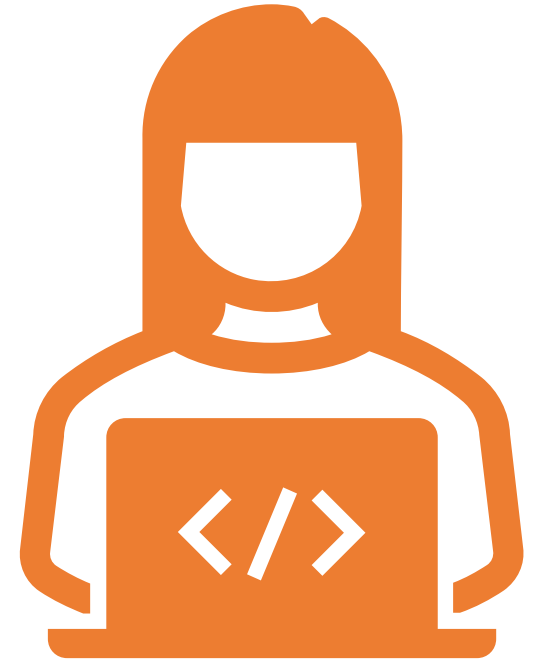
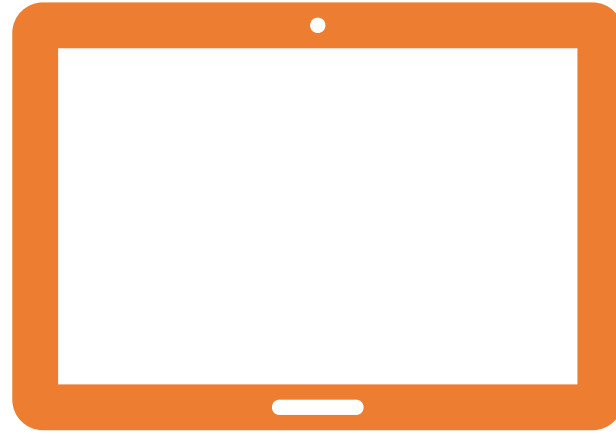
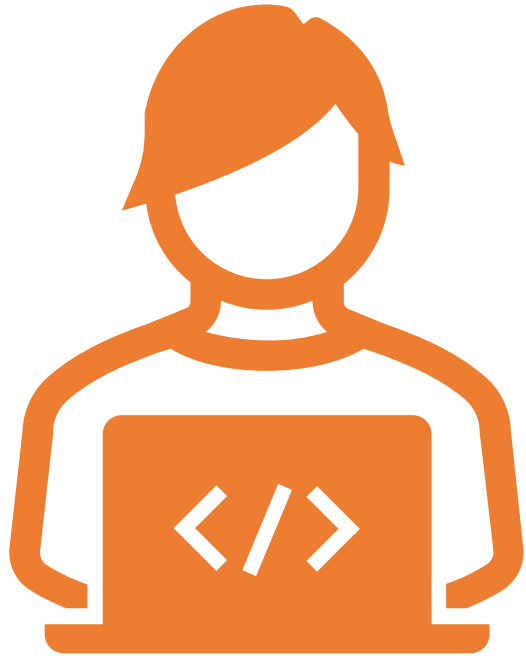
- The observer pattern is a software design pattern in which an object, called the **subject**, maintains a list of its dependents, called **observers**, and notifies them automatically of any state changes, usually by calling one of their methods. (*)
- Defines a dependency between objects so that whenever an object changes its state, all its dependents are notified.

UML Diagram



Simple Diagram





Demo

When to use?

- Use the Observer pattern when changes to the state of one object may require changing other objects, and the actual set of objects is unknown beforehand or changes dynamically.
- Use the pattern when some objects in your app must observe others, but only for a limited time or in specific cases.

Advantages:

- Subject only knows that observer implement Observer interface.
- There is no need to modify Subject to add or remove observers.
- We can reuse subject and observer classes independently of each other.

Disadvantages:

- Memory leaks (because of explicit register and unregistering of observers)

Example (Node.js)

```
const http = require('http');

const server = http.createServer((req, res) => {
  res.statusCode = 200;
  res.setHeader('Content-Type', 'text/plain');
  res.end('Your own server here');
});

server.on('error', err => {
  console.log("Error:: ", err)
})

server.listen(3000, '127.0.0.1', () => {
  console.log('Server up and running');
});
```

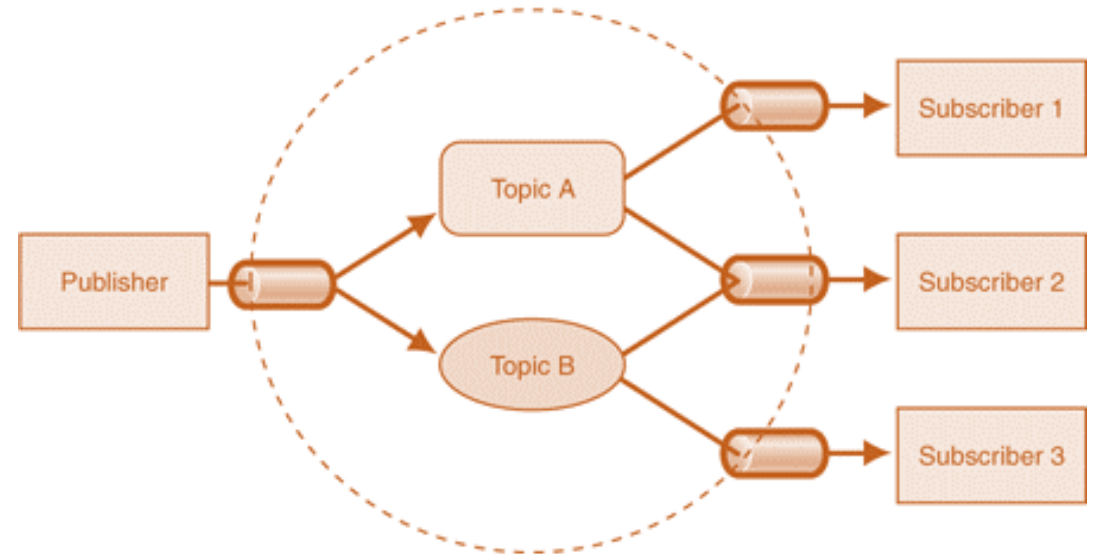
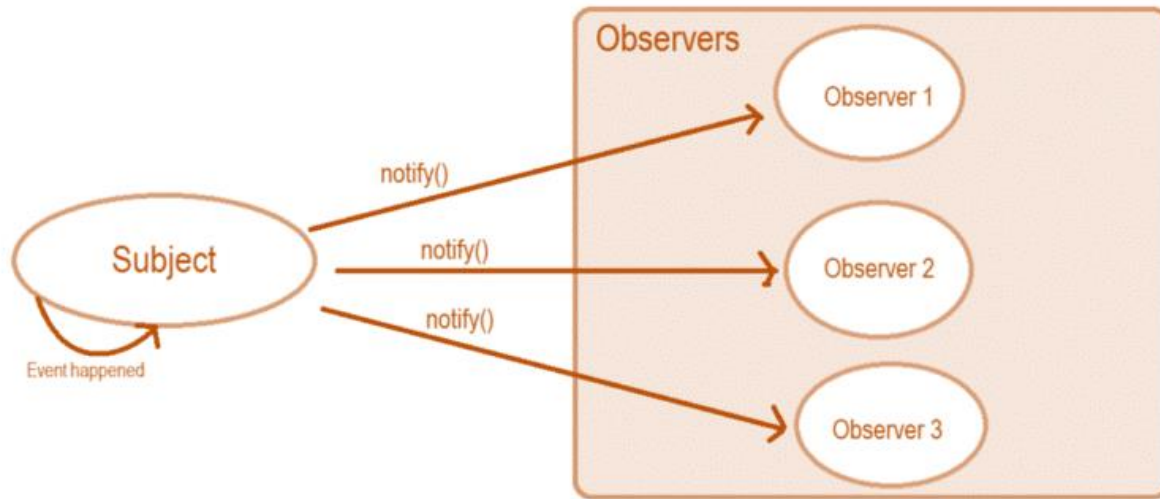
```
class Observable {

  constructor() {
    this.observers = {}
  }

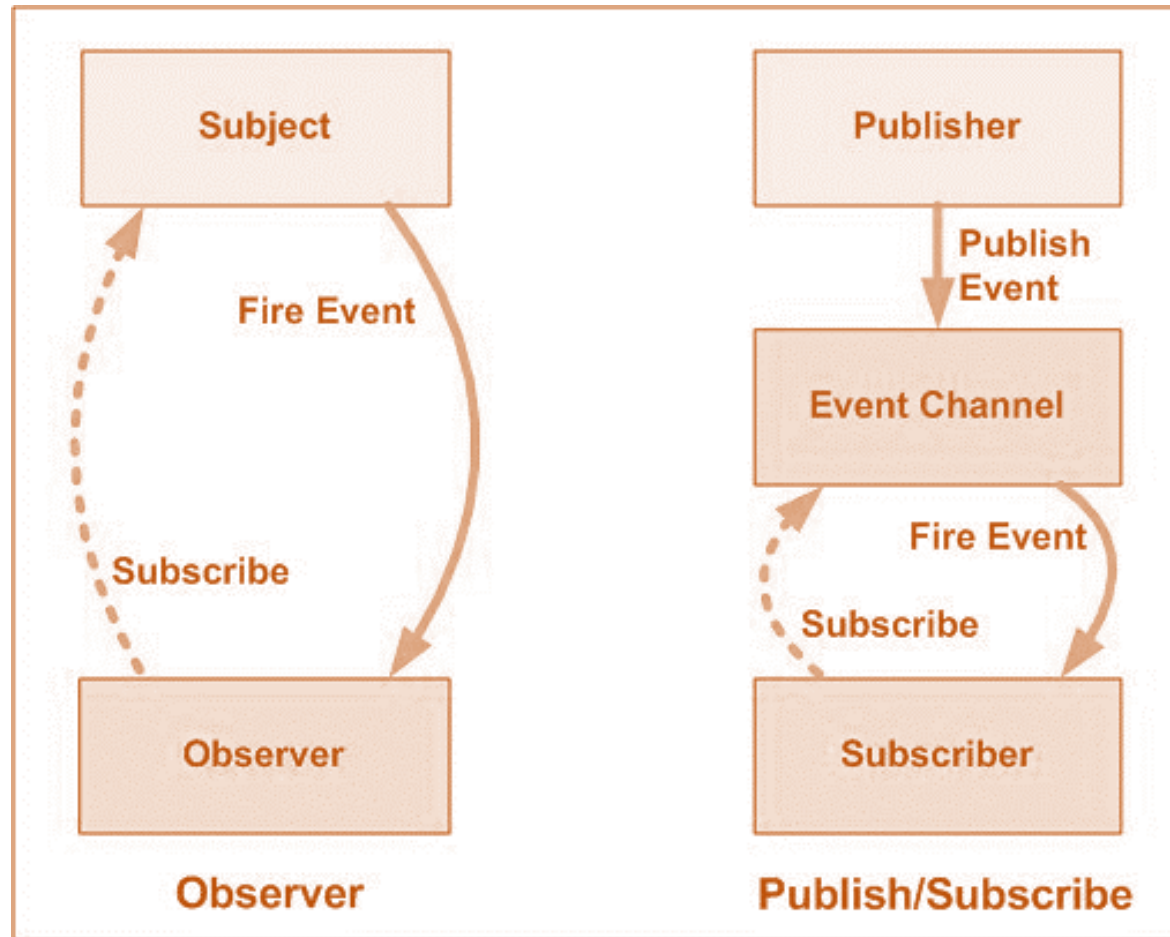
  on(input, observer) {
    if(!this.observers[input]) this.observers[input] = []
    this.observers[input].push(observer)
  }

  triggerInput(input, params) {
    this.observers[input].forEach( o => {
      o.apply(null, params)
    })
  }
}
```

Is the Observer Pattern the same as Publish–subscribe pattern?



Is the Observer Pattern the same as Publish–subscribe pattern?





Q&A





Thank you!

<https://github.com/furoTmark/ObserverDesignPattern>