IObservable

add (IObserver o)
remove (IObserver o)
notify ()

0..* → **IObserver**

update()

IDisplay

WeatherStation

a...
r...
n...

g...

PhoneDisplay

update()
display ()

WindowDisplay

update ()
display ()

WeatherStation station = new WeatherStation()
PhoneDisplay display = new PhoneDisplay (station);
Station. add (display);

IObservable
add (IObserver o)
remove(IObserver o)
notify ()

IObserver
update()

IDisplay

WeatherStation
add (IObserver o)
remove (IObserver o)
notify ()

PhoneDisplay
update()
display ()

WindowDisplay
update ()
display ()

WeatherStation station = new WeatherStation
PhoneDisplay display = new PhoneDisplay (station
station.add(display);
station.notify ()

UML class diagram [edit]

Observer
+update()

Subject
+observerCollection
+registerObserver(observer)
+unregisterObserver(observer)
+notifyObservers()

notifyObservers()
 for observer in observerCollection
  call observer.update()

ConcreteObserverA
+update()

ConcreteObserverB
+update()

UML class diagram of Observer pattern