Observer

## Introduction

The main goal of the assignment was to create an application that would implement the “Observer” design pattern. The application has two students and the class room manager. Students are assigned to watch either teachers or classrooms.

## Implementation

The Observer pattern uses the observer interface for the classroom and students. It makes it easier to update schedule for all the students as soon as any change has been done. We can add and remove any new students without any problems and the logic if the program will not change which is prefect for maintainability.

## User Interface

The following screenshot shows the user interface. There are three main forms in the application. One for a classroom manager, other two are for students. On the student forms we can see either a teacher or the classroom that student is assigned to. On the classroom form we can see which teacher is assigned to a class.

