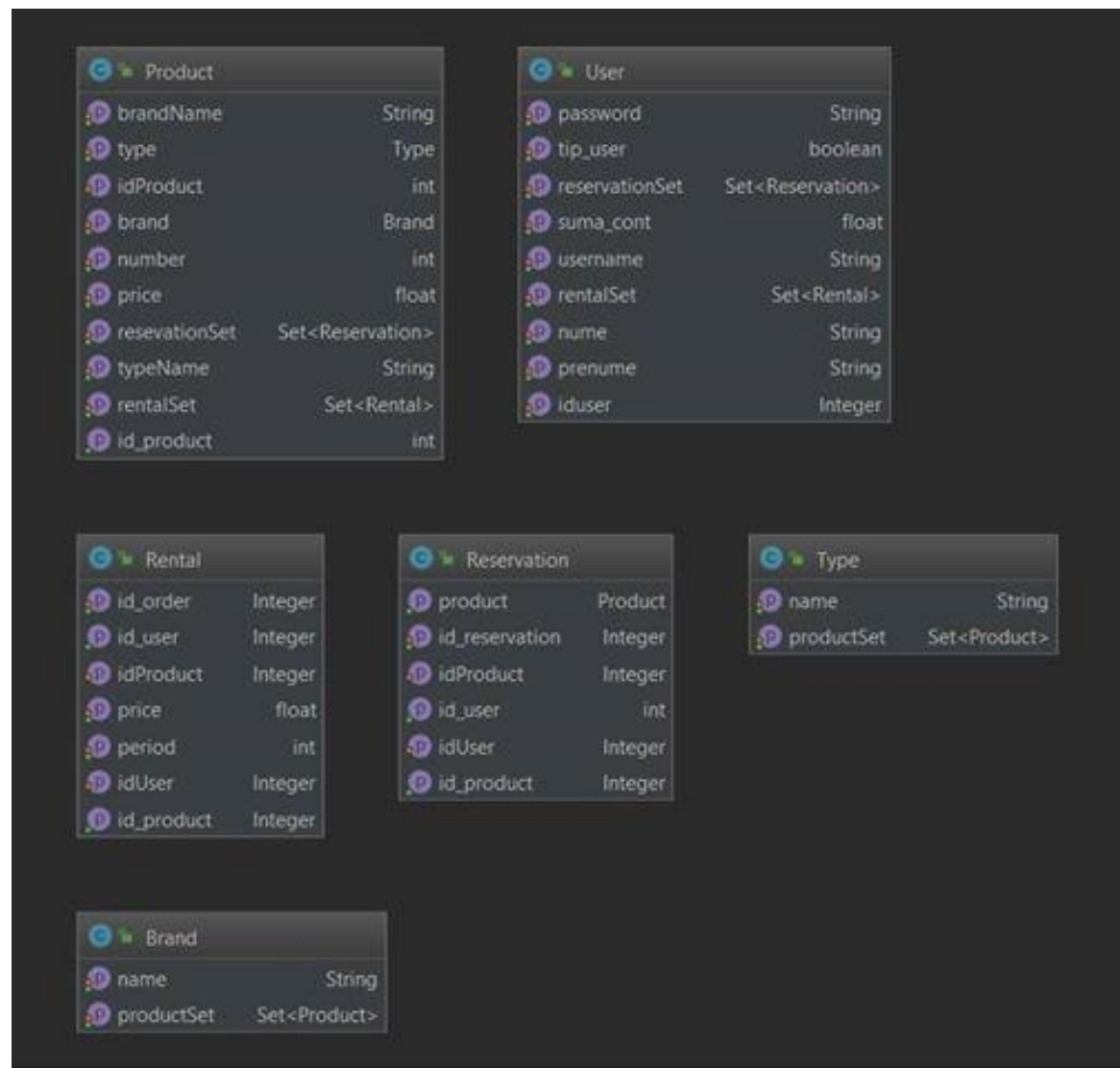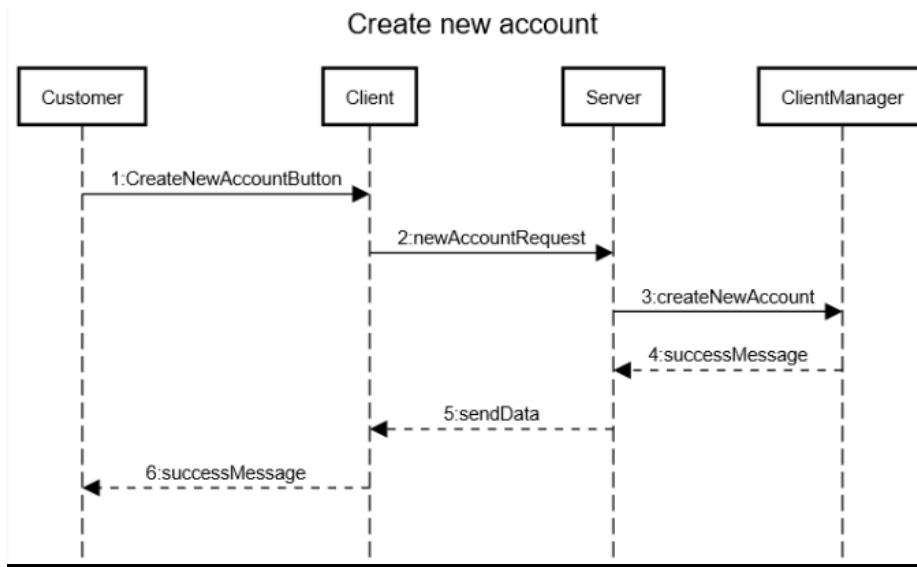# Observer Pattern:

Observer pattern is a very commonly used pattern. Is a behavioral design pattern. It specifies communication between objects: observable and observers. An observable is an object which notifies observers about the changes in its state. Observer pattern is used when there is one-to-many relationship between objects such as if one object is modified, its depenedent objects are to be notified automatically. More precisely, it wishes to be informed about events happening in the system.

Data Model:

Sequence Diagram:

CREATE NEW ACCOUNT:

Create new account

Customer	Client	Server	ClientManager

1:CreateNewAccountButton

2:newAccountRequest

3:createNewAccount

4:successMessage

5:sendData

6:successMessage

MAKE A RENTAL:

Make a Rental

Customer	Client	Server	RentManager	ClientManager

1:RentButton

2:RentRequest

3:createnewRental

4:successMessage

5:UpdateMoney

6:successMessage

7:sendData

8:successMessage