What's wrong with our implementation anyway?

Think back to all those Chapter 1 concepts and principles—which are we violating, and which are we not? Think in particular about the effects of change on this code. Let's work through our thinking as we look at the code:

```
public void measurementsChanged() {

    float temp = getTemperature();
    float humidity = getHumidity();
    float pressure = getPressure();

    currentConditionsDisplay.update(temp, humidity, pressure);
    statisticsDisplay.update(temp, humidity, pressure);
    forecastDisplay.update(temp, humidity, pressure);
}
```

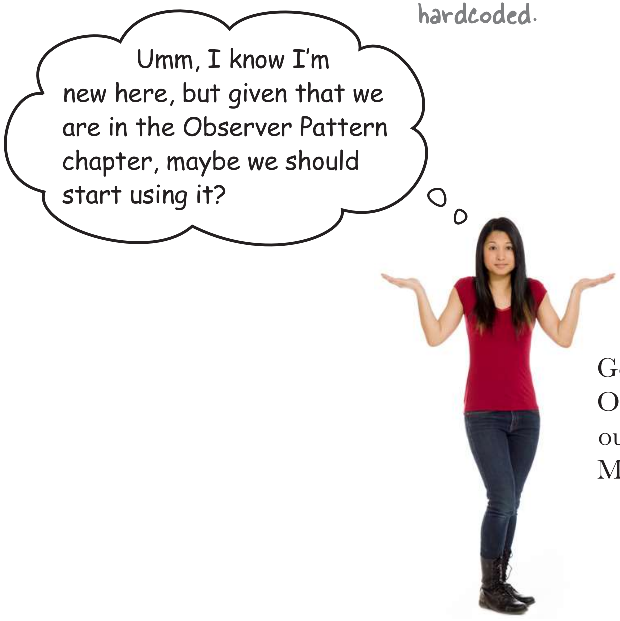
Let's take another look...

Looks like an area of change. We need to encapsulate this.

At least we seem to be using a common interface to talk to the display elements...they all have an update() method that takes the temp, humidity, and pressure values.

By coding to concrete implementations, we have no way to add or remove other display elements without making changes to the code.

What if we want to add or remove displays at runtime? This looks hardcoded.


Umm, I know I'm new here, but given that we are in the Observer Pattern chapter, maybe we should start using it?

Good idea. Let's take a look at Observer, then come back and figure out how to apply it to the Weather Monitoring app.