

```
1  #ifndef OBSERVER_H
2  #define OBSERVER_H
3  #endif
4  #include <SDL.h>
5  #include <vector>
6
7  class Observer {
8  public:
9      virtual void update(int collided_with, int own_collider, SDL_Rect rec)
10         = 0;
11      virtual std::vector<SDL_Rect> getColliders() = 0;
12      virtual int getColliderType(int index_in_vector) = 0;
13  };
14
```