```cpp
1  #include "Observable.h"
2
3  Observable::Observable() {
4      obs_list.clear();
5  };
6
7  bool Observable::attach(Observer* obs) {
8      bool success = true;
9
10     //Check if obs already exists
11     for (int i = 0; i < obs_list.size(); i++) {
12         if (obs_list.at(i) == obs) {
13             success = false;
14             break;
15         }
16     }
17
18     //If element is not already existing, attach it to the list
19     if (success == true) {
20         obs_list.push_back(obs);
21     }
22
23     return success;
24 };
25
26 bool Observable::detach(Observer* obs) {
27     bool success = false;
28
29     //Look for element
30     for (int i = 0; i < obs_list.size(); i++) {
31         //If found delete from list
32         if (obs_list.at(i) == obs) {
33             obs_list.erase(obs_list.begin() + i);
34             success = true;
35             break;
36         }
37     }
38
39     return success;
40 };
41
42 void Observable::notify() {
43 };
44
45 Observable::~Observable() {
46     obs_list.clear();
47 };
```