

```
1  #ifndef OBSERVABLE_H
2  #define OBSERVABLE_H
3  #endif
4  #include <array>
5  #include <vector>
6  #ifndef PLAYERLEFT_H
7  #define PLAYERLEFT_H
8  #include "PlayerLeft.h"
9  #endif
10 #ifndef PLAYERRIGHT_H
11 #define PLAYERRIGHT_H
12 #include "PlayerRight.h"
13 #endif
14
15
16 class Observable {
17 protected:
18     std::vector<Observer*> obs_list;
19 public:
20     Observable();
21     ~Observable();
22     bool attach(Observer* obs);
23     bool detach(Observer* obs);
24     void notify();
25 };
26
```