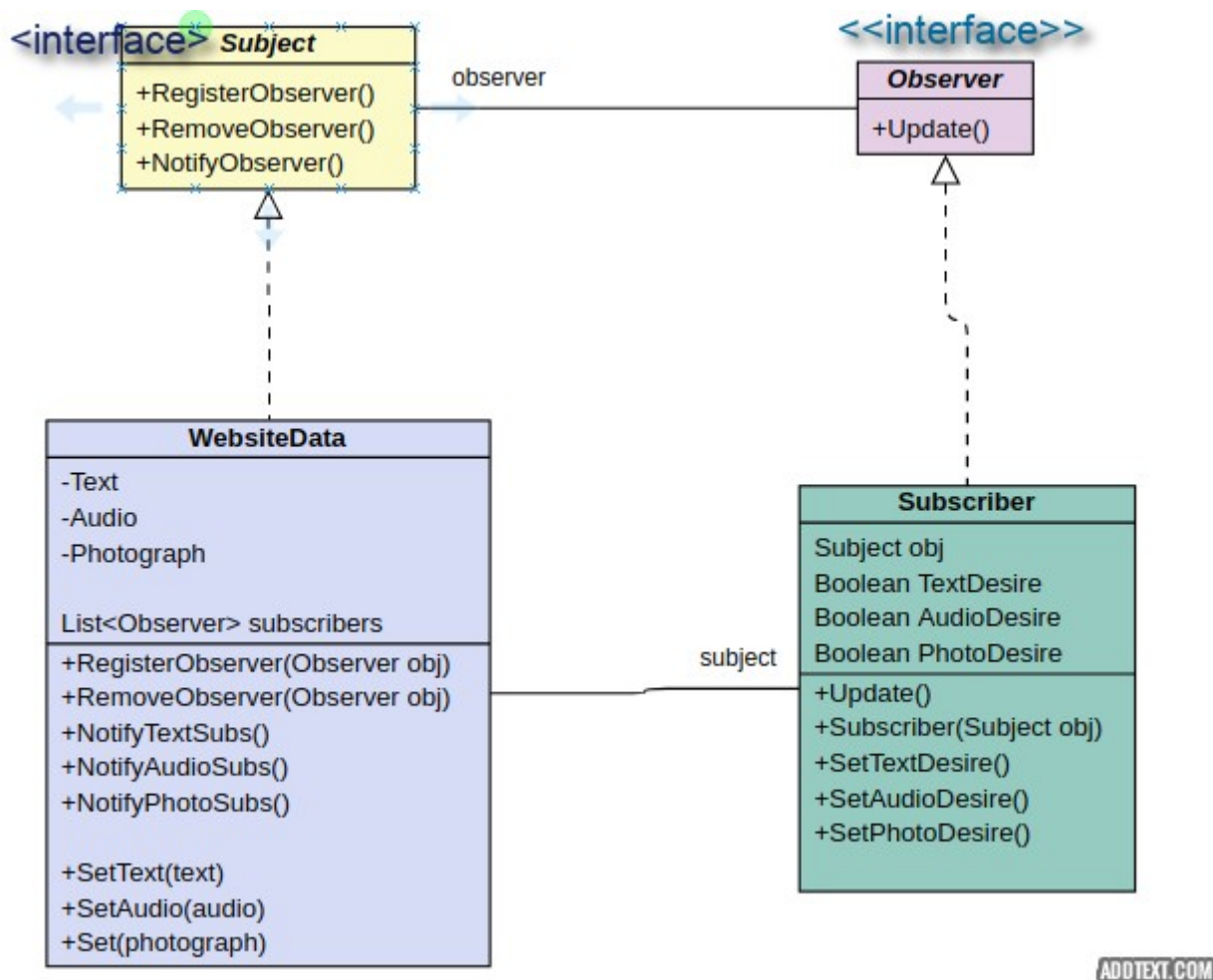


CSE443 – Homework 1 / Part 2 Report

If customers subscribe to their favorite websites, the websites somehow notifies the subscribers of new content.

The Observer Pattern defines a one-to-many dependency between objects so that when one object changes state, all its dependents are notified and updated automatically. Given project obviously appropriate to implement using The Observer Pattern. When a website updates its content, it will sent a notification to its subscribers.



Subject is an interface and it keeps necessary methods for implementation.

WebsiteData is a concrete class that implements Subject interface. There are 3 kinds of contents in a website. These are Text, Audio and Photograph. Each of them has different Notify methods because a Subscriber may not want to get a notification any of them. For example if a new photograph inserted to the website, only subscribers who wants notification for this content will get a notification.

SetText, SetAudio and SetPhoto functions are used to insert a new content to the website.

Additionally, RegisterObserver() is function to add a new subscriber to the website. RemoveObserver() function ends the relation between website and the subscriber. List<Observer> subscribers keeps all the subscribers.

Observer is an interface for the subscribers. It keeps an update method because all subscribers need it.

Subscriber is a concrete class. It keeps a Subject object to start subscription to a website. There are 3 boolean variable kept in this class. These are occurred to decide whether the subscriber will receive the notification. Setter functions used for these boolean variables.