#### https://github.com/mispipin/KPL Kelvin-Ferdinan 2311104009 s1se0701

- 1. Observer pattern cocok digunakan ketika satu objek (subject) perlu memberi tahu banyak objek lain (observers) saat terjadi perubahan, tanpa perlu tahu siapa observers-nya.
- 2. Cara implementasi observer pattern
  - a. Buat interface atau abstract class observer
  - b. Buat interface atau abstract class subject
  - c. Implementasikan concrete observer
  - d. Implementasikan concrete subject
- 3. Kelebihan:
  - a. Low coupling: Subject tidak perlu tahu detail implementasi observers.
  - b. Scalable: Mudah menambah atau menghapus observers tanpa mengubah subject.
  - c. Realtime update: Cocok untuk sistem event-driven atau notifikasi otomatis.

#### main.js

```
13_Design_Pattern > TP > Is main.js > ...
1     import { subject } from './subject.js';
2     import { ConcreteObserver } from './observer.js';
3
4     const mySubject = new subject();
5
6     const observer1 = new ConcreteObserver("Observer A");
7     const observer2 = new ConcreteObserver("Observer B");
8
9     mySubject.subscribe(observer1);
10     mySubject.subscribe(observer2);
11
12     console.log("Subject mengirim data: Perubahan #1");
13     mySubject.notify("Perubahan #1");
14
15     mySubject.unsubscribe(observer2);
16
17     console.log("Subject mengirim data: Perubahan #2");
18     mySubject.notify("Perubahan #2");
19     mySubject.notify("Perubahan #2");
```

# Obserever.js

```
3_Design_Pattern > IP > s observer.js > t ConcreteObserver
1    export class ConcreteObserver {
2         constructor(name) {
3             this.name = name;
4         }
5
6         update(data) {
7             console.log(`${this.name} menerima update: ${data}`);
8         }
9     }
```

# Subject.js

### Output:

```
[Running] node "c:\Users\LEGION\OneDrive - Te
Subject mengirim data: Perubahan #1
Observer A menerima update: Perubahan #1
Observer B menerima update: Perubahan #1
Subject mengirim data: Perubahan #2
Observer A menerima update: Perubahan #2
```