

Publisher + Subscriber = Observer
Pattern

↓

SUBJECT

↓

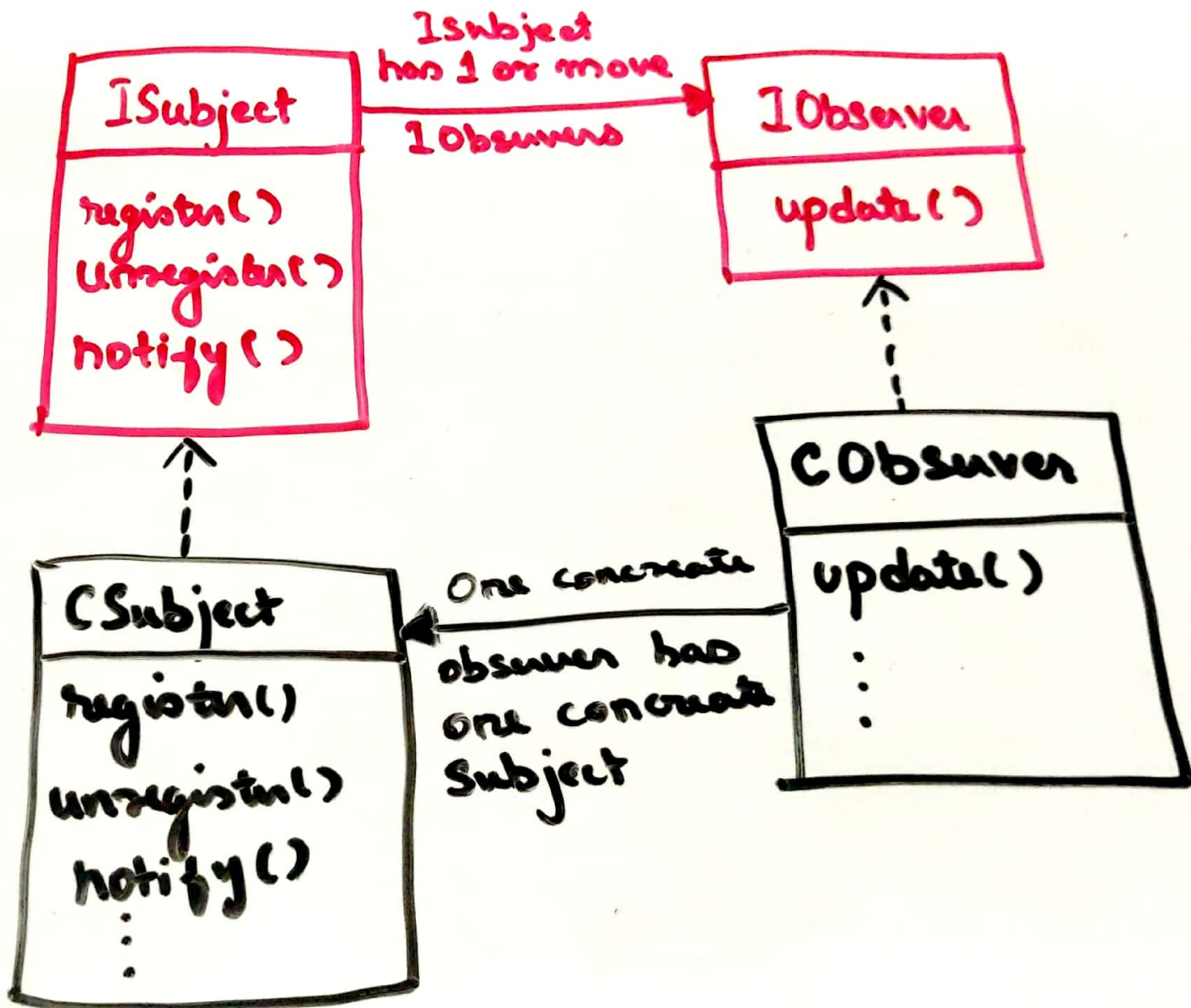
OBSERVER

Publisher + Subscriber = Observer
Pattern

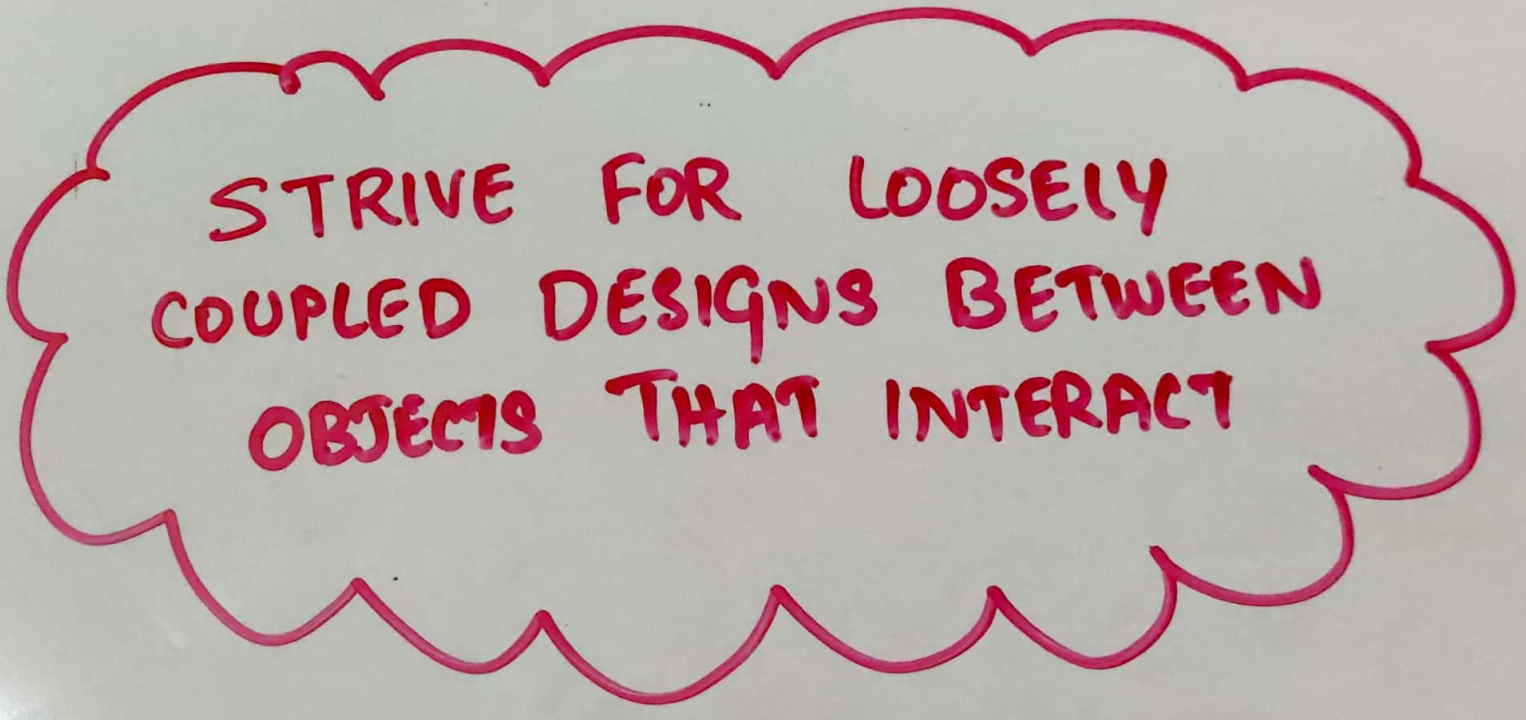
↓
SUBJECT

↓
OBSERVER

The observer pattern defines a one to many dependency between objects so that when one object changes state, all of its dependents are notified and updated automatically.



- The Subject & observers are loosely coupled.
- The loosely coupled objects interact by have no knowledge of each other
 - The observer pattern provides loose coupling
 - We can add or remove as many observers at any time. The subject need not change.
 - The Subject and observers object can be used for other purposes (not just publish/subscribe)
 - Changes in subject/observer are made independently.



STRIVE FOR LOOSELY
COUPLED DESIGNS BETWEEN
OBJECTS THAT INTERACT

- + Flexible OO systems
- + Minimize interdependency between objects