Behavioral design patterns are a category of design patterns that deal with how objects interact and communicate with each other in a system.

The **Observer Design Pattern** is a behavioral design pattern that defines a one-to-many relationship between objects. When one object (the subject) changes its state, all dependent objects (observers) are notified and updated automatically. This pattern is particularly useful in scenarios where an object needs to notify multiple other objects of a change without knowing who or what those objects are.

A screen shot of a computer screen

AI-generated content may be incorrect.

A black screen with white text

AI-generated content may be incorrect.

A screen shot of a computer

AI-generated content may be incorrect.

A screen shot of a computer program

AI-generated content may be incorrect.

A screen shot of a computer program

AI-generated content may be incorrect.