**Observer Pattern write-up**

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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. In our application, when user data is changed in Accountinfo page, it will also change the calorie goal in the CalorieTracking class for that user instance based on the newly provided information. Below are some code snippets of the Accountinfo class and the CalorieTracking class which abide the Observer Pattern:

A screenshot of a computer

Description automatically generated

A screenshot of a computer program

Description automatically generated

A screenshot of a computer

Description automatically generated