```cpp
1  // ConcreteObserver.cpp
2
3  #include "ConcreteObserver.h"
4
5  ConcreteObserver::ConcreteObserver(ConcreteSubject* subject) : m_subject ⤶
     (subject) {
6      m_subject->attach(this);
7  }
8
9  void ConcreteObserver::update() {
10     m_totalSubjectUpdates++;
11     std::cout << "Subject state updated to " << m_subject->getState();
12     std::cout << " making it the update number " <<                      ⤶
        m_totalSubjectUpdates << std::endl;
13 }
14
```