

```
1 #include "Observer.h"
2 #include "Subject.h"
3
4 void Observer::attachToSubject(Subject* subject) {
5     subject_ = subject;
6     subject_>attach(this);
7 }
8
9 void Observer::detachFromSubject() {
10     if (subject_) {
11         subject_>detach(this);
12         subject_ = nullptr;
13     }
14 }
```