Observer Pattern

10 December 2023　20:22

It's essentially about
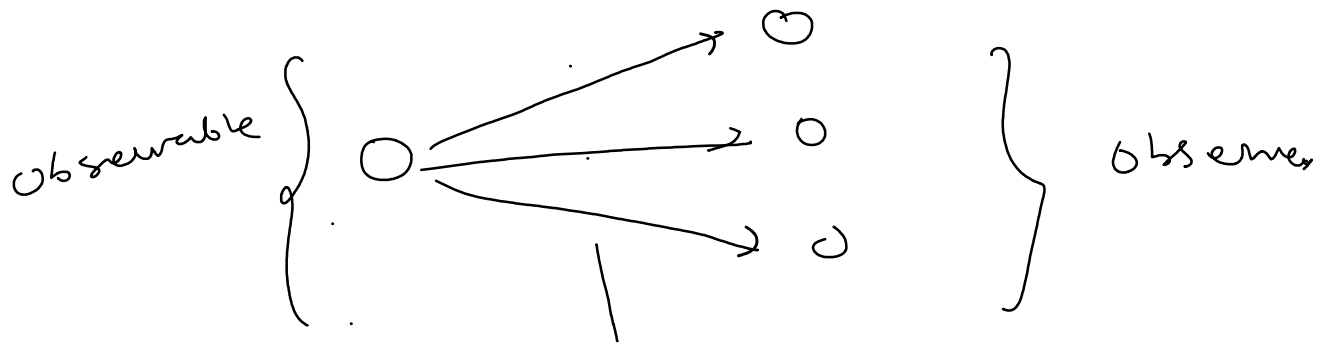
PUSH | PULL

?

obj1   obj2

?

keep on asking
obj1

subject

Notify.

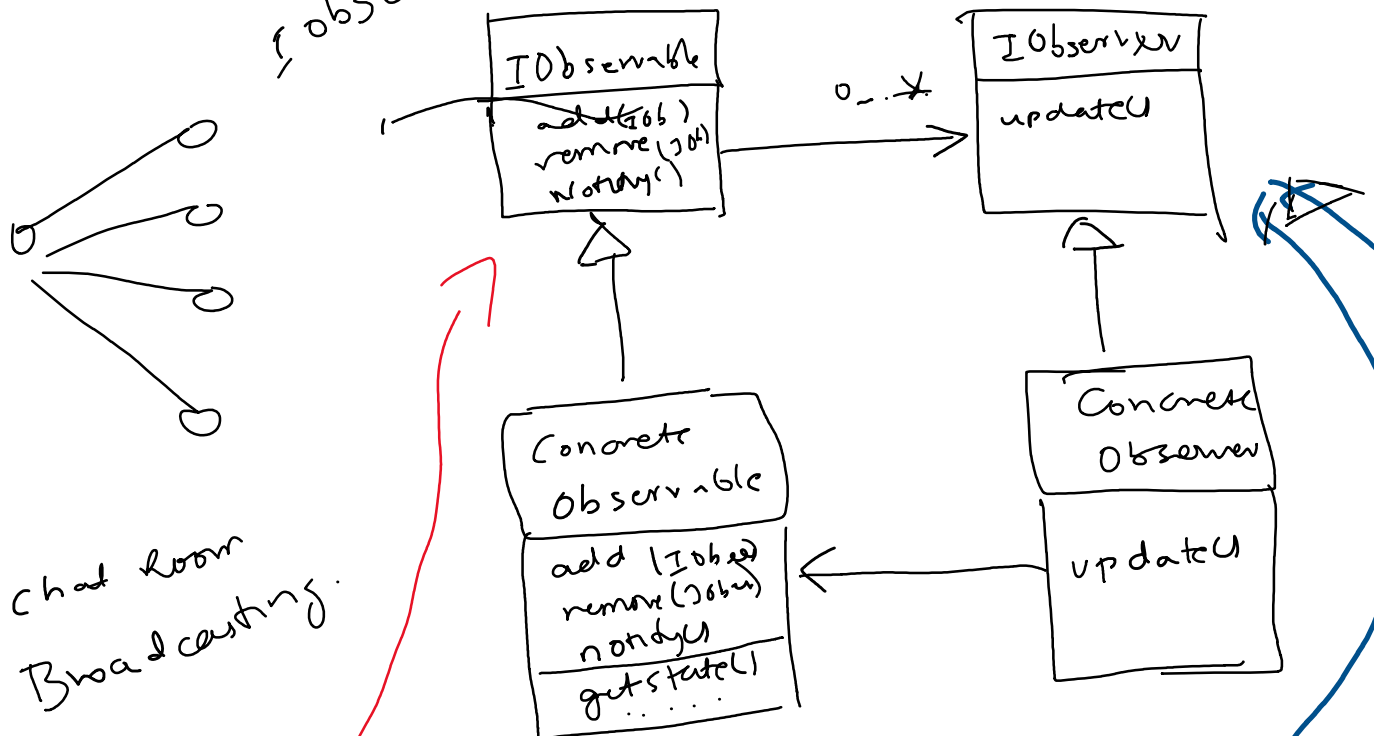obj1   → observer   obj2

When
changed.
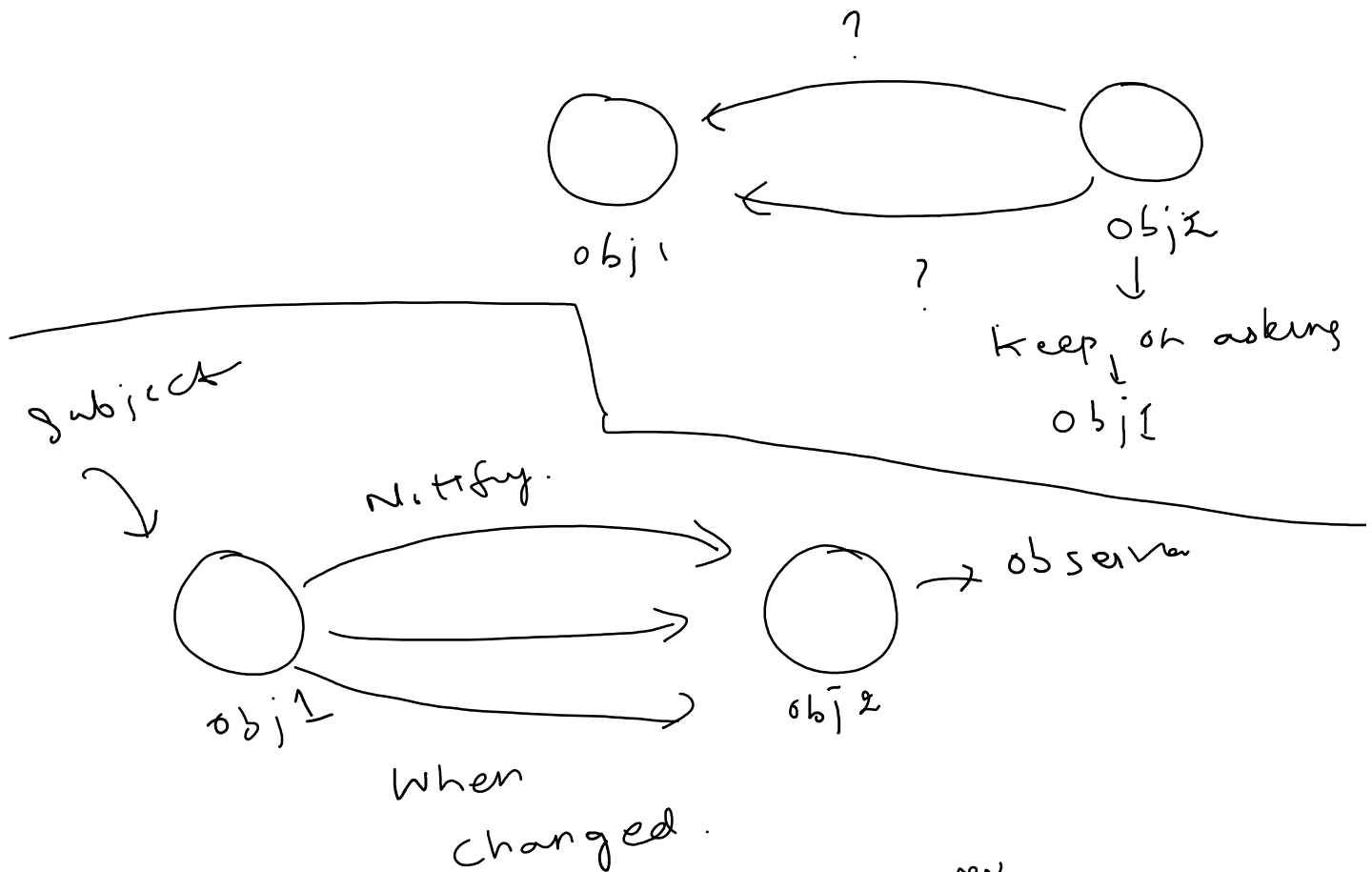
This is known as observer
pattern.

① Before pushing need to register
to the observer.

① Defines one to many relationship

Observable { O →
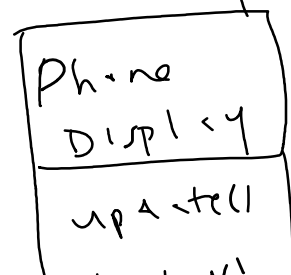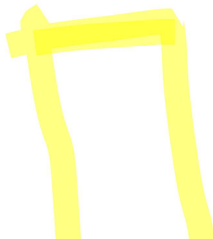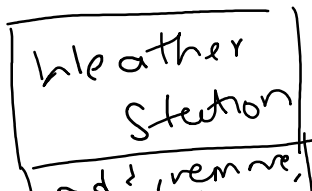   ⟋ → O
                 → O
                 ⟍ → O   } Observer

UML DIAGRAM   ──▷ has on

{ observer

IObservable
add(Iob)
remove(Iob)
notify()

0..* ──→

IObserver
update()

Concrete Observable
add (IObs)
remove(Iobs)
notify()
getstate()
. . . .

Concrete Observer
update()

Chat Room
Broadcasting.

EX:

Weather Station
add, remove,

Phone Display
update()

notify
get Temperature

displays

WS st = new W.

PD display new P

st. add (disp

st notify ( );