

WeatherStation	
-	temperature : double
-	humidity: double
-	observers: List<WeatherObserver>
+	addObserver(observer: WeatherObserver): void
+	removeObserver(observer: WeatherObserver): void
+	notifyObservers(): void



ConcreteWeatherStation	
+	setMeasurements(temperature: double, humidity: double)

WeatherObserver	
-	update(temperature: double, humidity: double): void



ColorSignalDisplay	
+	determineColor(tempeature: double, humidity: double): String



ScreenDisplay	
+	update(temperature: double, humidity: double): void