Group 4
CECS575-01
Due: April 24th 2022, 11:59pm

Assignment 4: Behavioral Pattern - Observer Justification

The design of our chat messaging system will require users to interact with a server where they can send messages to. Servers and channels will contain a dynamic amount of unique users and we want all users to able to maintain consistency of messages sent. When a user sends a message to the server, the server should notify other users and update it so everyone else also receives the same message. These objects (server, users) are naturally independent of each other and we do not want to couple them together. Therefore, the observer behavioral pattern is perfect because we want to achieve consistency of messages sent between users and a server without having to couple the classes together.