Architecture Top Level Design

Observer Definition:
Define a one-to-many dependency between objects so that when one object changes state, all its dependents are notified and updated automatically.

Observable
Subject

+attach (Observer)

+detach (Observer)
+notify ()

Observer

+update ()

Model
Concrete Subject

-subjectState

+getState

View
Concrete Observer

+attach (Observer)

+detach (Observer)
+notify ()

Controller

+acceptRequest

+ response