### **Observer DP**

I remember growing up with television, from the time it was just a test pattern, with maybe a little bit of programming once in a while. – Francis Ford Coppola

#### **Problem**

- Weather information is available via functions:
  - getTemperature, getHumidity and getPressure
- When any whether parameter changes,
  - the measurementsChanged function is called.
  - We need to update the display of
    - Temperature. It shows average temp, max temp, min temp.
    - >Current conditions.
    - Forecast.
    - Custom plug-in displays.

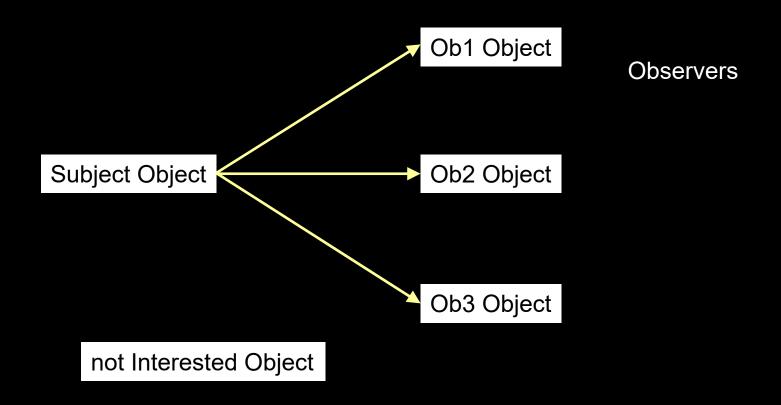
# **Dirty Solution**

```
public class WhetherData {
  public void measurementsChanged() {
    double t = getTemperture();
    double h = getHumidity();
    double p = getPressure();
    tempStatisticsDisplay.update(t, h, p);
    currentConditionsDisplay.update
        (t, h, p);
    forcastDisplay.update(t, h, p);
    //Call custom displays here.
```

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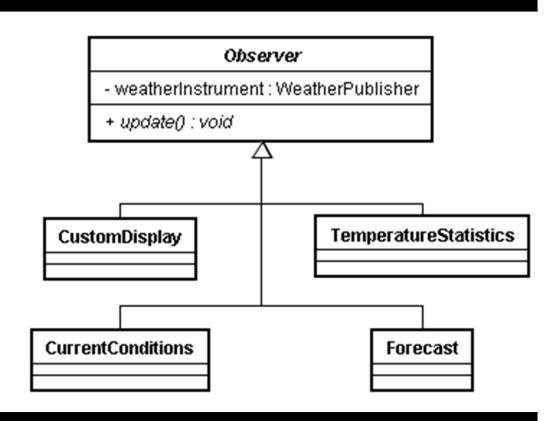
# **Observer Pattern**

• When the subject changes state, it notifies the interested Observers.



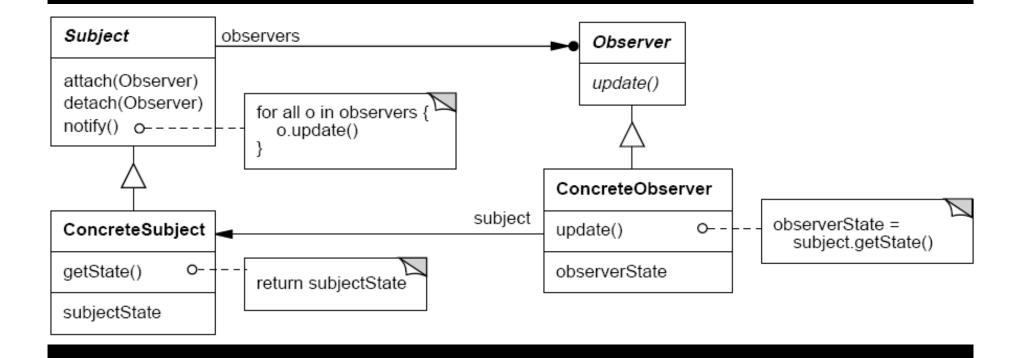
#### **Better Solution**

# <<interface>> WeatherPublisher + addObserver(o : Observer) : void + removeObserver(o : Observer) : void + getTemperature() : int + getHumidity() : int + getPressure() : int + notifyObservers() : void WeatherData



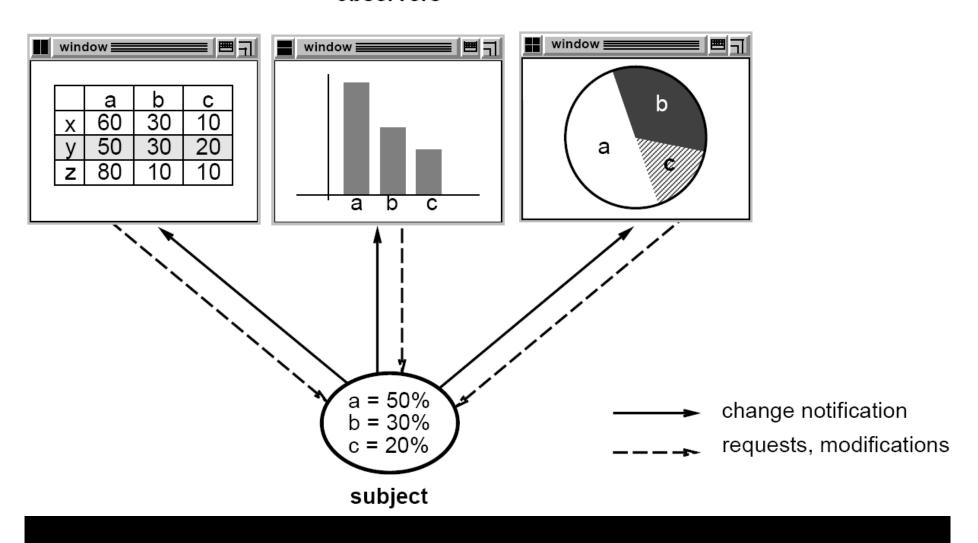
?

# **Observer DP**

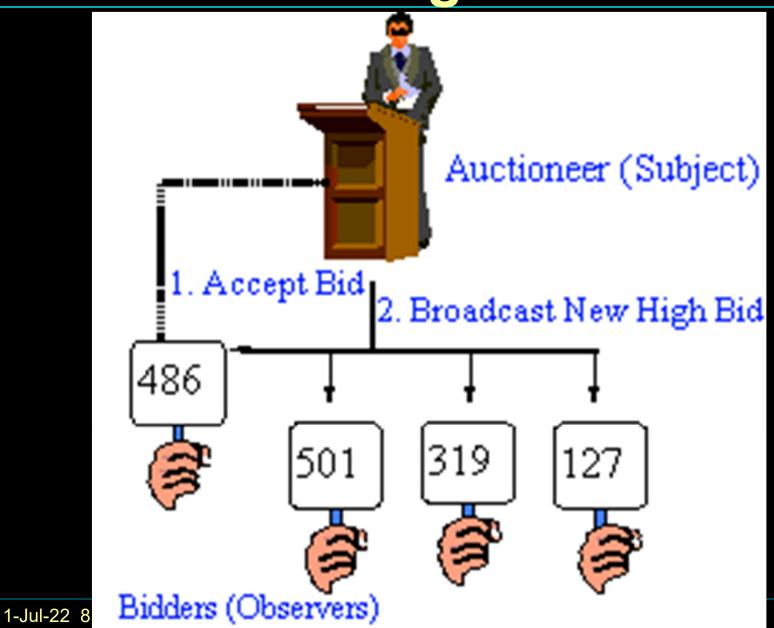


# Graph for Excel cells

#### observers



# Real Life Analog



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# **Uses of Observer pattern**

- The Observer pattern is used heavily in JDK
  - In a GUI framework like Swing, we listen for events. The observer pattern is normally used to notify the interested parties about the events.
- On application exit, we want some processing to be done. Multiple exit Listeners can exist.
- In stock market, when a price reaches some level, we want certain actions to be taken.

### **Examples**

- When a customer is added,
  - We need to send a welcome email
  - We need to verify the customer's address
- Also in a rich-client, the GUI thread (EDT) is separate from the Model thread.
  - The Observer can decouple the GUI logic from business Logic
- Real-life Observer Patterns
  - A radio station is broadcasting. Only the radios that are tuned in listen
  - A newspaper is publishing. Subscribers are getting the paper

