



Properties - Bindings



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- IT Definition
- IT Observable
- IT Observer



Observable



Klasse aus dem java.util Package

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type		Method and Description
void		addObserver(Observer o) Adds an observer to the set of observers for this object, provided that it is not the same as some observer already in the set.
protected void		clearChanged() Indicates that this object has no longer changed, or that it has already notified all of its observers of its most recent change, so that the <code>hasChanged</code> method will now return <code>false</code> .
int		countObservers() Returns the number of observers of this <code>Observable</code> object.
void		deleteObserver(Observer o) Deletes an observer from the set of observers of this object.
void		deleteObservers() Clears the observer list so that this object no longer has any observers.
boolean		hasChanged() Tests if this object has changed.
void		notifyObservers() If this object has changed, as indicated by the <code>hasChanged</code> method, then notify all of its observers and then call the <code>clearChanged</code> method to indicate that this object has no longer changed.
void		notifyObservers(Object arg) If this object has changed, as indicated by the <code>hasChanged</code> method, then notify all of its observers and then call the <code>clearChanged</code> method to indicate that this object has no longer changed.
protected void		setChanged() Marks this <code>Observable</code> object as having been changed; the <code>hasChanged</code> method will now return <code>true</code> .



Observer

Interface aus dem java.util Package

Method Summary

All Methods

Instance Methods

Abstract Methods

Modifier and Type

Method and Description

void

`update(Observable o, Object arg)`

This method is called whenever the observed object is changed.



Pattern Diagram

