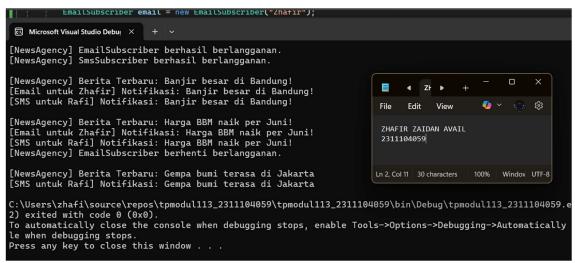
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# Menjelaskan Observer Design Pattern:

- a. Contoh Penggunaan Observer
  - Sebuah aplikasi **cuaca** yang mengirimkan **notifikasi** ke pengguna ketika suhu berubah. Observer digunakan agar setiap device (smartphone, tablet, TV) bisa menerima update cuaca secara otomatis dari server pusat.
- b. Langkah-Langkah Implementasi Observer
  - 1. Buat interface Observer (misalnya ISubscriber).
  - 2. Buat interface Subject (misalnya INewsPublisher).
  - 3. Subject menyimpan daftar observer.
  - 4. Observer melakukan Attach() untuk mendaftar, dan Detach() untuk keluar.
  - 5. Subject memanggil Notify() jika data berubah.
  - 6. Observer akan mendapat data baru lewat method Update().
- c. Kelebihan & Kekurangan

## Kelebihan:

- 1. Loose coupling (lebih modular)
- 2. Mudah menambah observer baru
- 3. Responsif terhadap perubahan data

## Kekurangan:

- 1. Jika terlalu banyak observer, performa menurun
- 2. Kompleksitas meningkat
- 3. Debugging antar banyak subscriber sulit

## Struktur Projek:

# tpmodul113\_2311104059/ —— ISubscriber.cs —— NewsAgency.cs —— EmailSubscriber.cs —— SmsSubscriber.cs —— Program.cs

## ISubscriber.cs (Interface Observer)

```
public interface ISubscriber
{
    void Update(string message);
```

```
NewsAgency.cs (Subject)
using System;
using System.Collections.Generic;
public class NewsAgency
   private List<ISubscriber> subscribers = new List<ISubscriber>();
   private string latestNews;
   public void Attach(ISubscriber subscriber)
       subscribers.Add(subscriber);
       Console.WriteLine($"[NewsAgency] {subscriber.GetType().Name}
                                                                          berhasil
berlangganan.");
   public void Detach(ISubscriber subscriber)
       subscribers.Remove(subscriber);
       Console.WriteLine($"[NewsAgency] {subscriber.GetType().Name}
                                                                          berhenti
berlangganan.");
   public void PublishNews(string news)
       Console.WriteLine($"\n[NewsAgency] Berita Terbaru: {news}");
       latestNews = news;
       Notify();
   public void Notify()
       foreach (var subscriber in subscribers)
           subscriber. Update (latestNews);
       }
```

## EmailSubscriber.cs (Observer 1)

```
using System;
public class EmailSubscriber : ISubscriber
{
    private string name;
    public EmailSubscriber(string name)
    {
        this.name = name;
    }
    public void Update(string message)
    {
        Console.WriteLine($"[Email untuk {name}] Notifikasi: {message}");
    }
}
```

## SmsSubscriber.cs (Observer 2)

```
using System;
public class SmsSubscriber : ISubscriber
{
   private string name;
   public SmsSubscriber(string name)
   {
     this.name = name;
}
```

```
public void Update(string message)
{
     Console.WriteLine($"[SMS untuk {name}] Notifikasi: {message}");
}
```

# Program.cs (Main)

```
using System;
class Program
   static void Main(string[] args)
       // Membuat Subject
       NewsAgency newsAgency = new NewsAgency();
       // Membuat Observers
       EmailSubscriber email = new EmailSubscriber("Zhafir");
       SmsSubscriber sms = new SmsSubscriber("Rafi");
       // Menambahkan Observer ke Subject
       newsAgency.Attach(email);
       newsAgency.Attach(sms);
       // Mengirim berita
       newsAgency.PublishNews("Banjir besar di Bandung!");
       newsAgency.PublishNews("Harga BBM naik per Juni!");
       // Menghapus salah satu subscriber
       newsAgency.Detach(email);
        // Berita ketiga, hanya SMS yang terima
       newsAgency.PublishNews("Gempa bumi terasa di Jakarta");
```