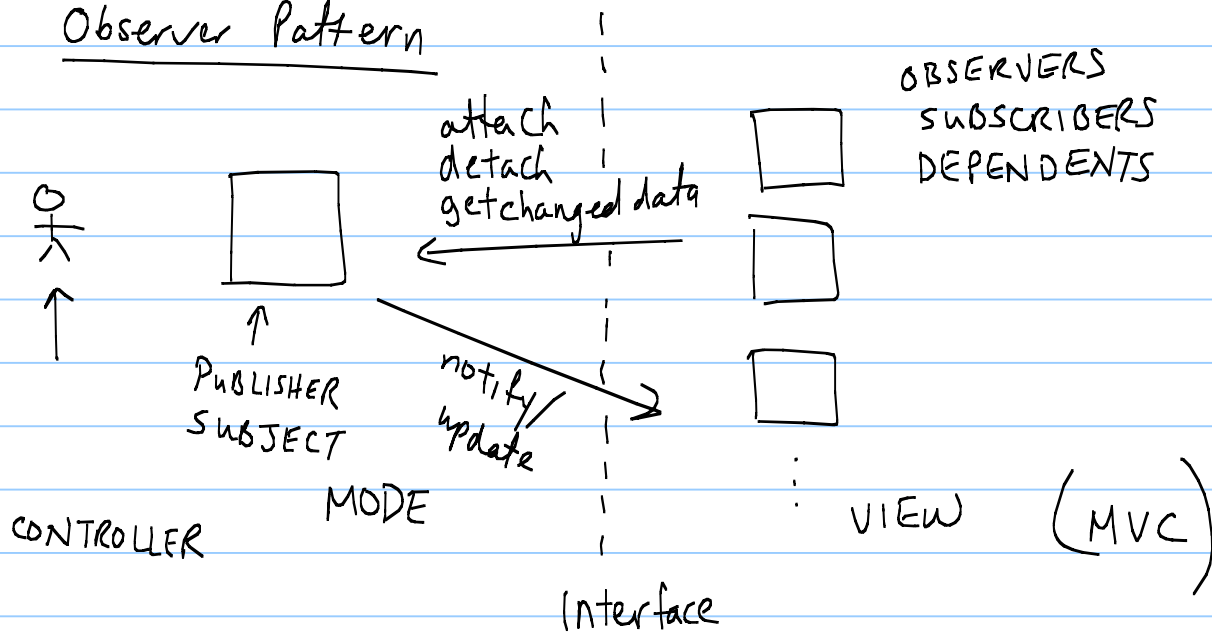
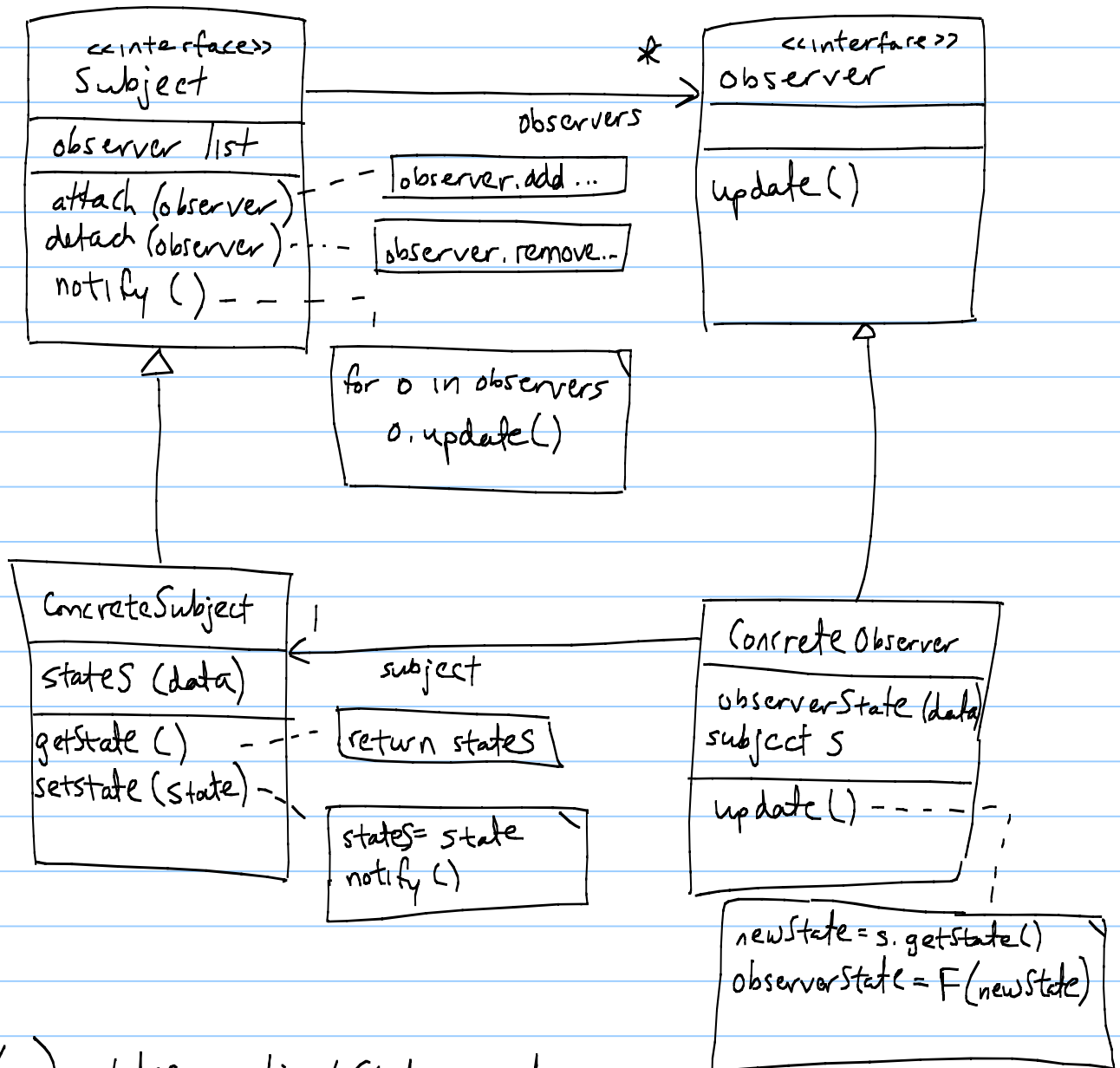


Observer Pattern

notify - let observers know something has changed
 get changed data - get data after notify (pull method)
 notify with data - send data to observers (push method)
 attach - let observer observe subject
 detach - " " not " "

Applicability

- x Abstraction has 2 aspects (REUSE)
 Encapsulation of both \Rightarrow vary both independently!
- x Unknown # of observers
- x No assumptions made about observers
 (except for notify ())



$F()$ takes subject state and manipulates it so respective observer can properly display it.

Sequence Diagram

some outside
object to set
the state

