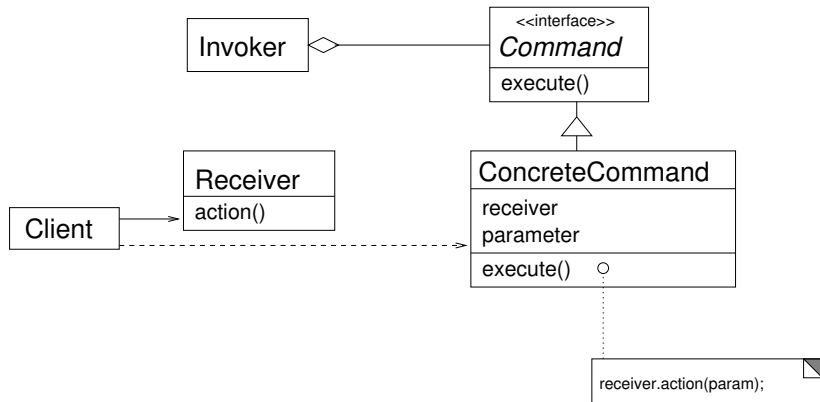


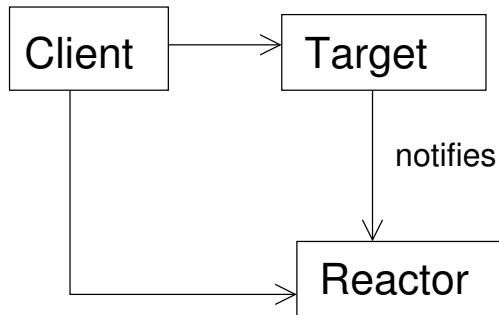
## The Observer Pattern

Feb 29, 2012

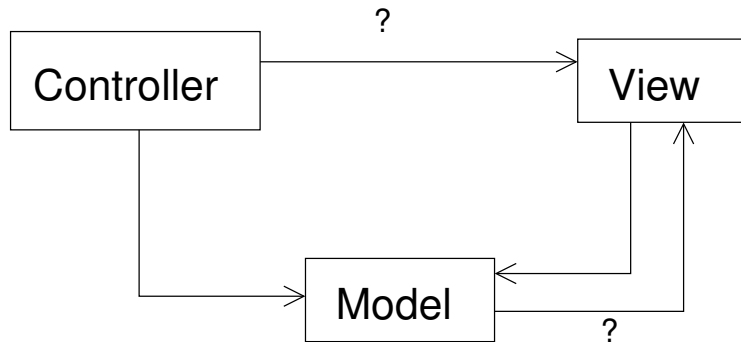
# Command Pattern structure



## Reactor Pattern Category



# Model/View/Controller

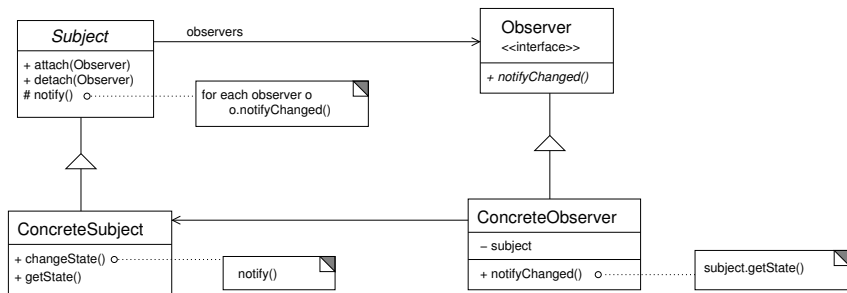


# Observer Intent

*Define a one-to-many dependency between objects so that when one object changes state, all its dependents are updated automatically.*

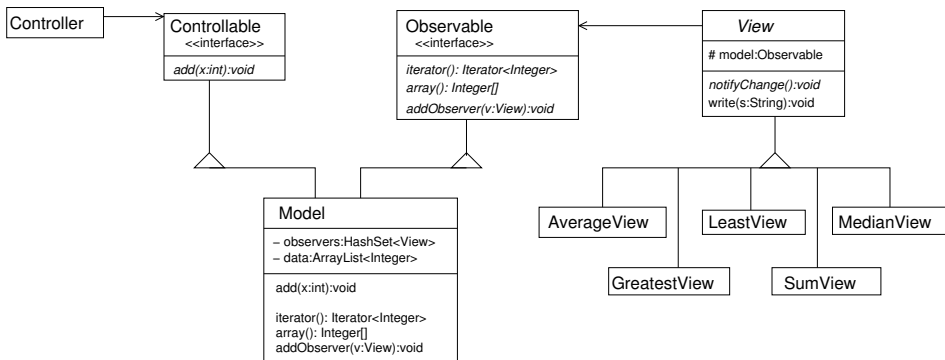
Gamma et al, pg 293

# Structure

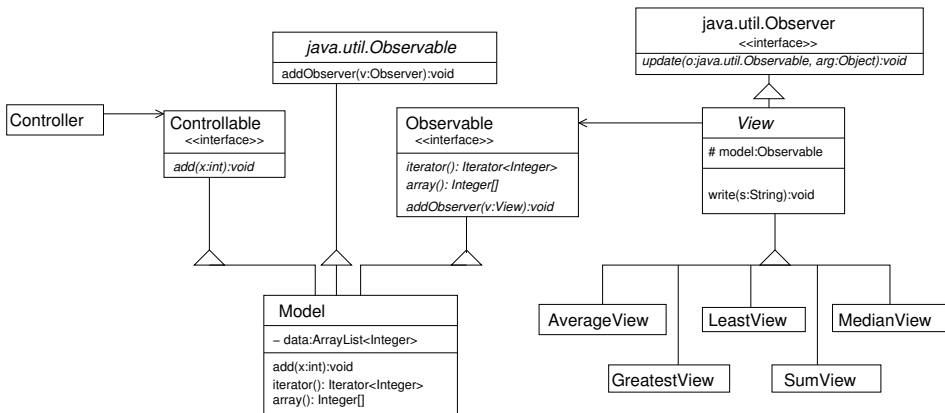


Redrawn from Gamma et al, pg 294.

# Version 1

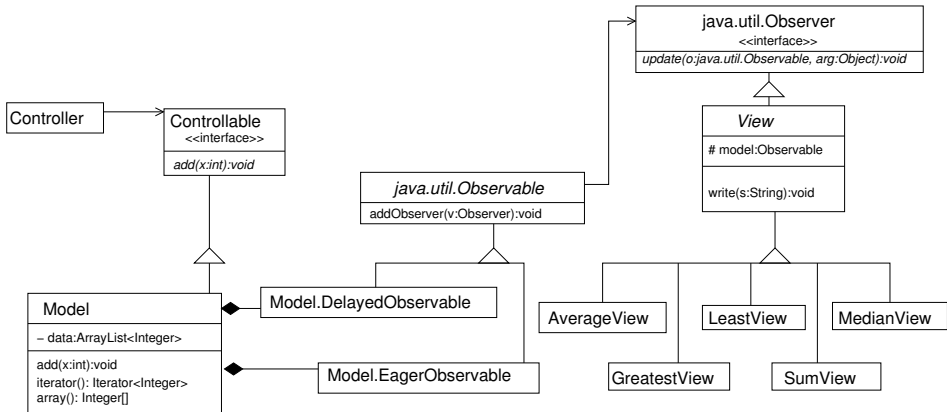


## Version 2





# Version 3



# Version 4

