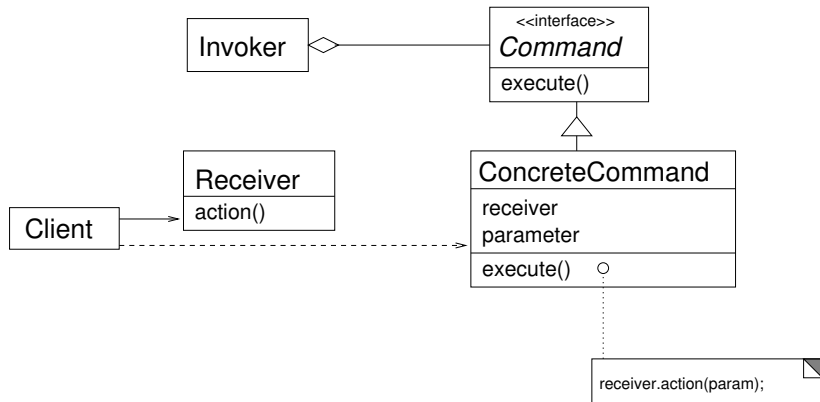


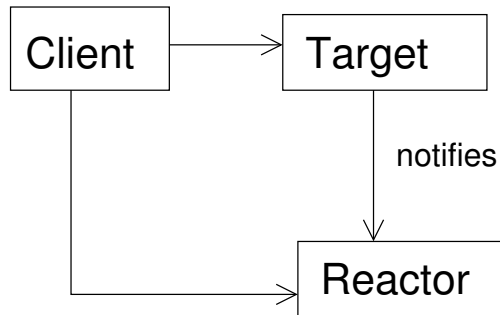
The Observer Pattern

March 7, 2014

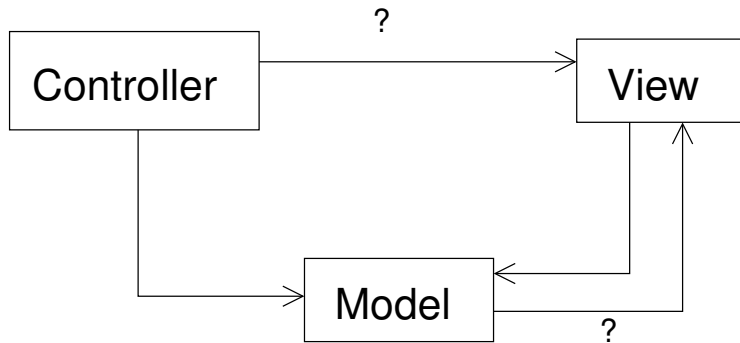
Command Pattern structure



Reactor Pattern Category



Model/View/Controller

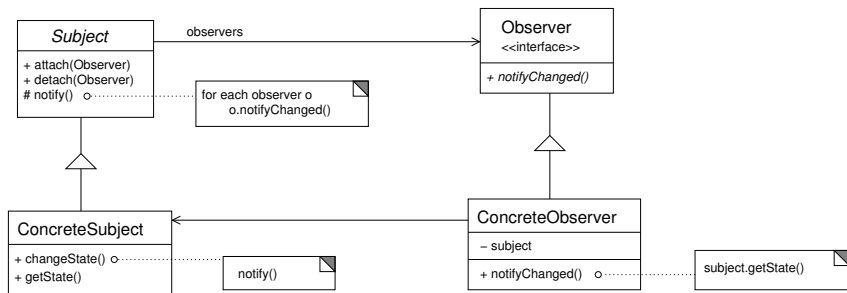


Observer Intent

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

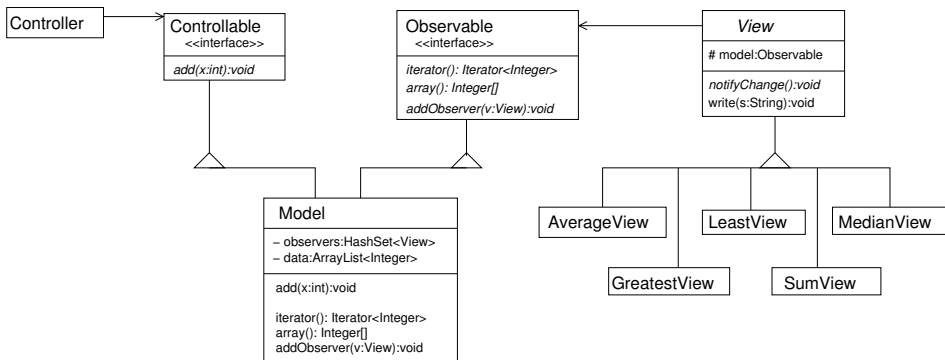
Gamma et al, pg 293

Structure

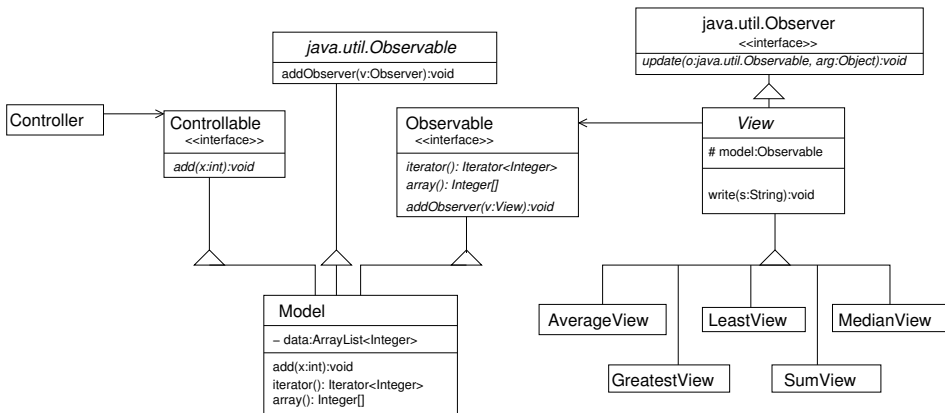


Redrawn from Gamma et al, pg 294.

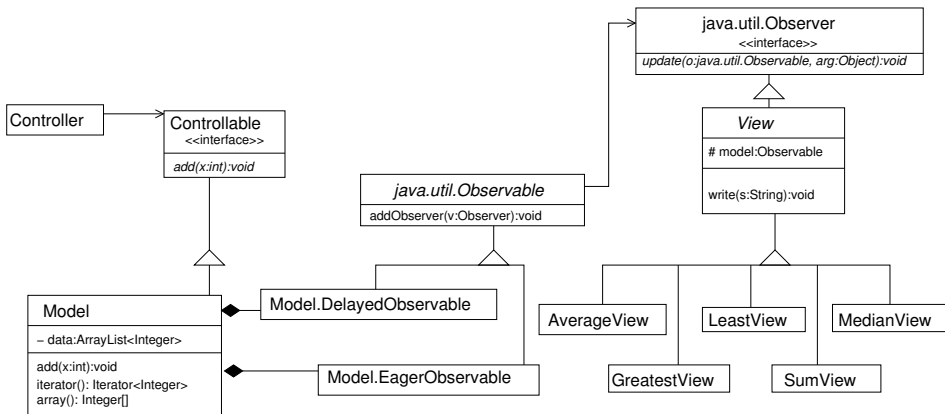
Version 1



Version 2



Version 3



Version 4

