

Observer Pattern

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General Purpose

- When one object changes state, all the dependent objects are notified and updated.
 - Allows for consistency between related objects without tightly coupling classes
 - e.g. “reduces coupling between objects”
 - “publish and subscription” services
 - eBay

Key Players

- **Subject**

- Knows its observers – provides interface for attaching/detaching subjects

- **Observer**

- Defines an interface for notifying the subjects of changes to the object (ex. Data)

- **ConcreteSubject**

- Sends notification to observers when state changes by storing state to ConcreteObserver object

- **ConcreteObserver**

- Implements Observer interface to keep state consistent with subject