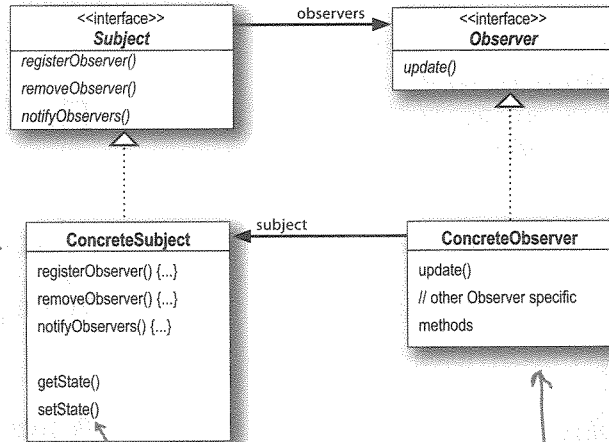


The Observer Pattern defined: the class diagram

Here's the Subject interface. Objects use this interface to register as observers and also to remove themselves from being observers.

Each subject can have many observers.

All potential observers need to implement the Observer interface. This interface just has one method, update(), that gets called when the Subject's state changes.



A concrete subject always implements the Subject interface. In addition to the register and remove methods, the concrete subject implements a notifyObservers() method that is used to update all the current observers whenever state changes.

The concrete subject may also have methods for setting and getting its state (more about this later).

Concrete observers can be any class that implements the Observer interface. Each observer registers with a concrete subject to receive updates.

there are no Dumb Questions

Q: What does this have to do with one-to-many relationships?

Q: How does dependence come into this?

A: With the Observer pattern, the Subject is the object that contains the state and controls it. So, there is ONE subject with state. The observers, on the other hand, use the state, even if they don't own it. There are many observers and they rely on the Subject to tell them when its state changes. So there is a relationship between the ONE Subject to the MANY Observers.

A: Because the subject is the sole owner of that data, the observers are dependent on the subject to update them when the data changes. This leads to a cleaner OO design than allowing many objects to control the same data.