

Patron: Observer

<http://www-public.tem-tsp.eu/~gibson/Teaching/CSC4522/CSC4522-DesignPatterns-Observer.pdf>



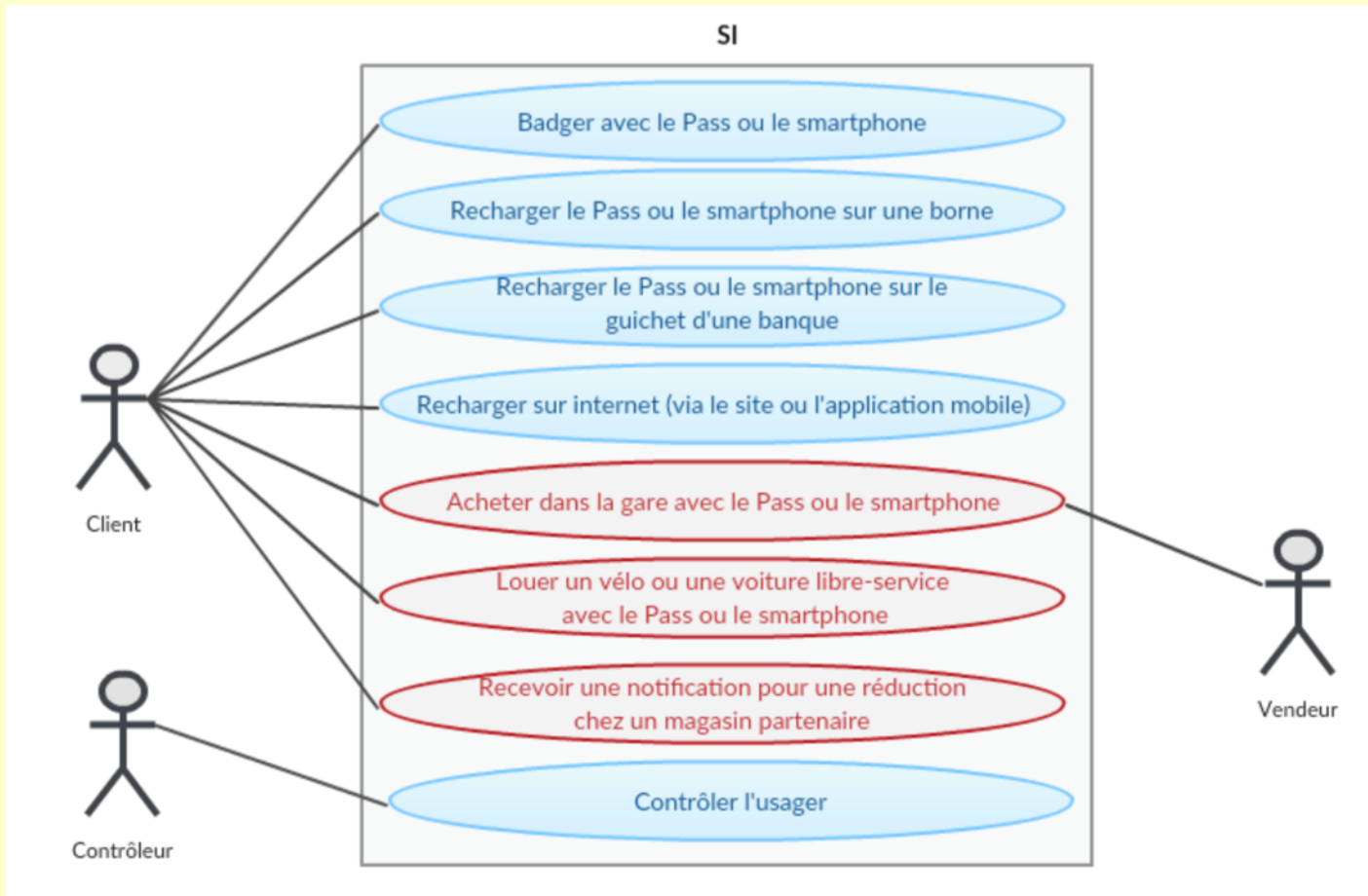
<http://www.glasbergen.com>

Le patron de conception observateur est utilisé en programmation pour envoyer un signal à des modules qui jouent le rôle d'observateurs.

En cas de notification, les observateurs effectuent alors l'action adéquate en fonction des informations qui parviennent depuis les modules qu'ils observent (les « observables »).

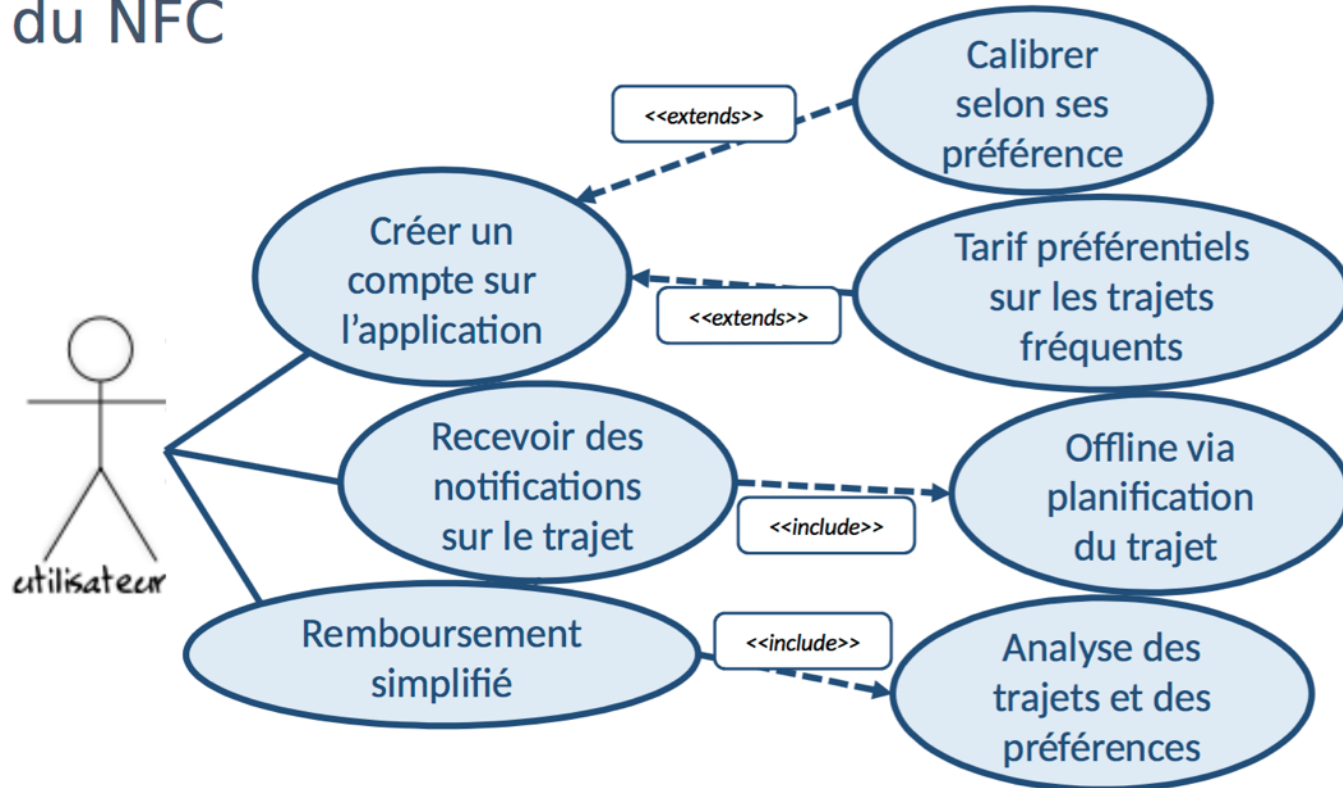
Le principe est que chaque classe observable contient une liste d'observateurs. Ainsi à l'aide d'une méthode de notification l'ensemble des observateurs est prévenu.

The Observer Design Pattern: any potential for use in your project work?



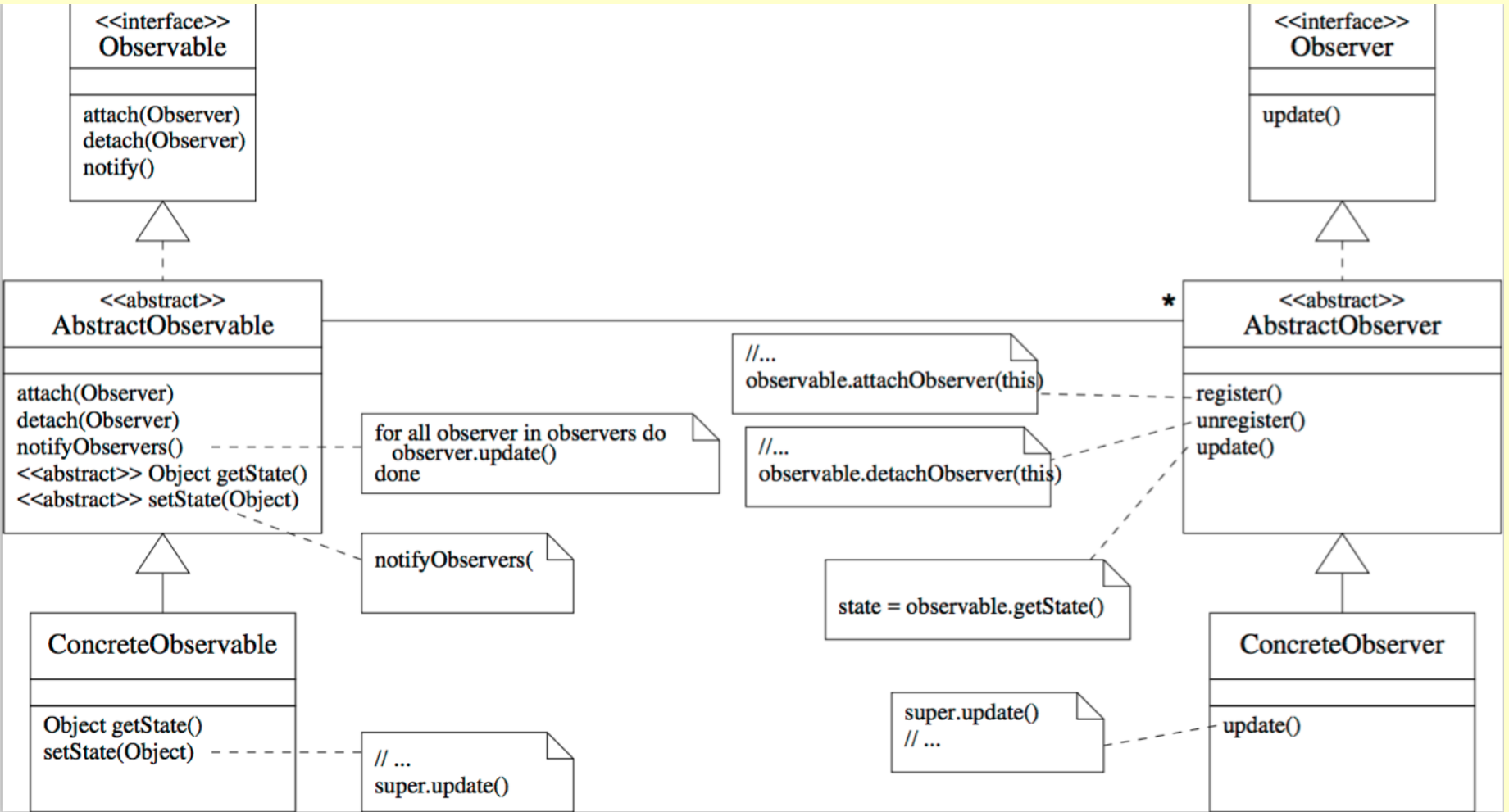
The Observer Design Pattern: any potential for use in your project work?

Le NFC dans les transports : apport offline du NFC



The Observer Design Pattern

UML class diagram



Adapted From: GOF book

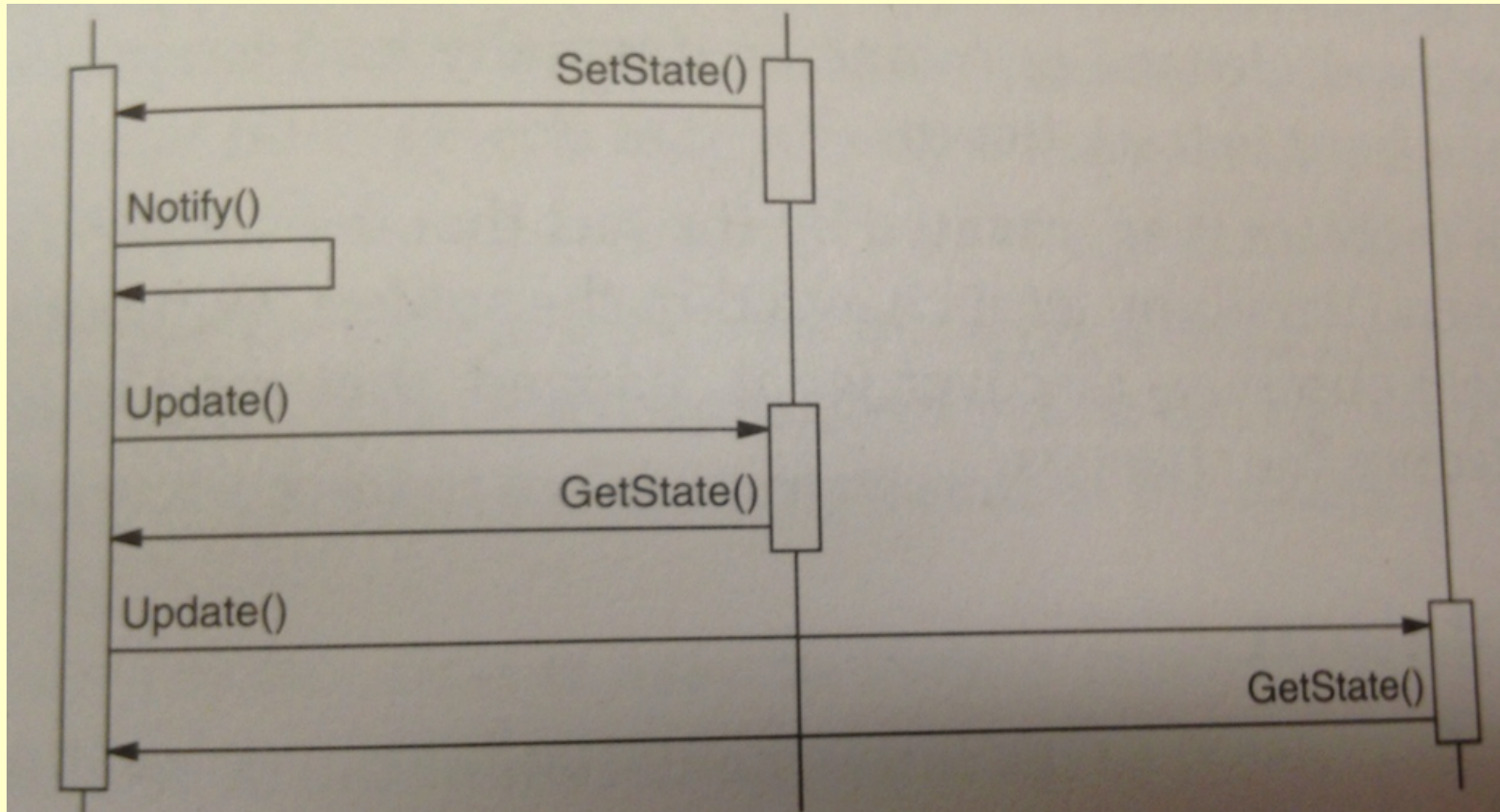
The Observer Design Pattern

UML sequence diagram

aConcreteSubject

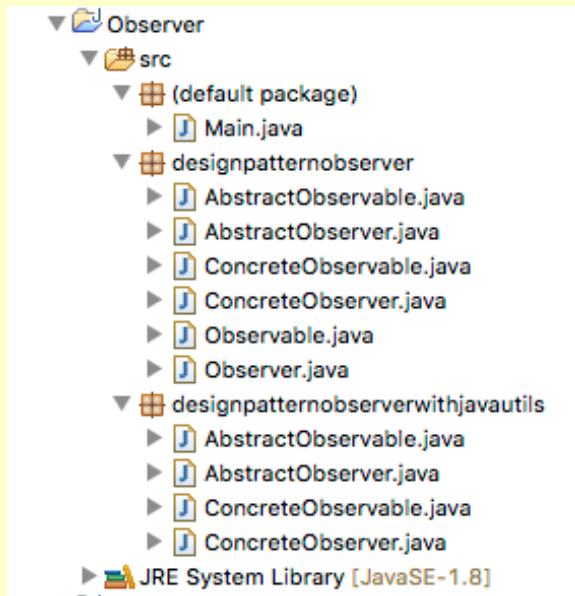
aConcreteObserver

anotherConcreteObserver



From: GOF book

The Observer Design Pattern: Java implementation



Problem: Examine 2 different implementations of the observer pattern in Java

<http://www-public.tem-tsp.eu/~gibson/Teaching/CSC4522/SourceCode/Observer.zip>

(Import existing project into Eclipse)

Question: what are the differences between the 2 implementations?

1. designpatternobserver
2. designpatternobserverwithjavautils

The Observer Design Pattern: Mediatheque Problem

In the mediatheque, we are adding a use case that can be added to the implementation through use of the observer pattern. Your task is to try to do this before next week's session.

