

Design Patterns

- General, repeatable solutions to common design problems
- Gives engineers a common vocabulary to use when talking about design
- Design patterns should not be overused, as they may add needless complexity to the design

Observer Pattern

- Defines a one-to-many relationship among objects
- When one object changes state, all of its dependants are notified and updated automatically
- One subject notifies many observers
- Avoids polling, where the observers check with the subject occasionally to see if there are updates