Observer pattern

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| # | Subject | Observer | Type |
| 1 | pattern1.clock.GlobalClock | pattern1.clock.GlobalClockObserver | TP |
| 2 | pattern1.stock.Stock | pattern1.stock.StockObserver | FP |
| 3 | OPExample2.PassiveSensorSystem | OPExample2.PassiveAlarmLis | FP |
| 4 | OPExample2.ActiveSensorSystem | OPExample2.ActiveAlarmLis | TP |
| 5 | ObserverPattern.CommentaryObject | ObserverPattern.Observer | TP |

#1 is a valid observer pattern

#2 is an invalid observer pattern, as there exists StockObserver objects that are registered but not unregistered.

#3 is an invalid observer pattern, as there exists PassiveAlarmLis objects that are registered but not unregistered.

#4 is a valid observer pattern

#5 is a valid observer pattern

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|  | #1 | #4 | #5 |
| Subject | GlobalClock | ActiveSensorSystem | CommentaryObject |
| Observer | GlobalClockObserver | ActiveAlarmLis | Observer |
| notify | run() | soundTheAlarm() | notifyObservers() |
| update | periodPasses() | alarm() | update() |
| register | attach() | addAlarm() | subscribe() |
| unregister | detach() | removeAlarm() | unsubscribe() |

State/Strategy pattern

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| --- | --- | --- | --- |
| # | Context | State/Strategy | Type |
| ~~1~~ | ~~ObserverPattern.SMSUsers~~ | ~~ObserverPattern.Subject~~ | ~~Strategy~~ |
| 6 | Command.RemoteControl | Command.Command | Strategy |
| 7 | TestStateStrategy.TContext | TestStateStrategy.TS | State, Strategy |
| 8 | StatePattern.Context | StatePattern.State | State |

#1 setState/setStrategy role is missing.

#2 setCommand role is called by the client role, it is a validate strategy

#3 is refined to a valid state and strategy pattern.

#4 is valid state pattern.

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|  | #7(State) | #8 |
| Context | TContext | Context |
| State | TS | State |
| setState | setS() | setState() |
| request | request() | writeName() |
| handle | handle() | write() |

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| --- | --- | --- |
|  | #7(Strategy) | #6 |
| Context | TContext | RemoteControl |
| Strategy | TS | Command |
| setStrategy | setS() | setCommand() |
| contextInterface | contextInterface() | pressButton() |
| algorithmInterface | algorithmI() | execute() |