

Patrons de conception II

Pratique de la programmation orientée-objet
Michel Schinz

Patron *Observer*

Tableur simple

	A	B	C
1	10	6	
2	12	12	
3	=A1+A2	=B1+B2	=A3+B3

Graphe d'observation

	A	B	C
1	10	6	
2	12	12	
3	$=A1+A2$	$=B1+B2$	$=A3+B3$

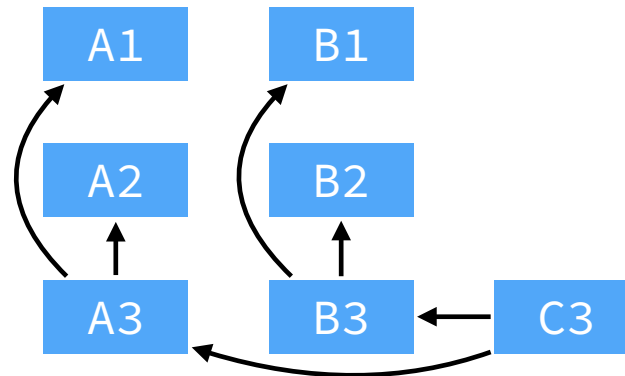
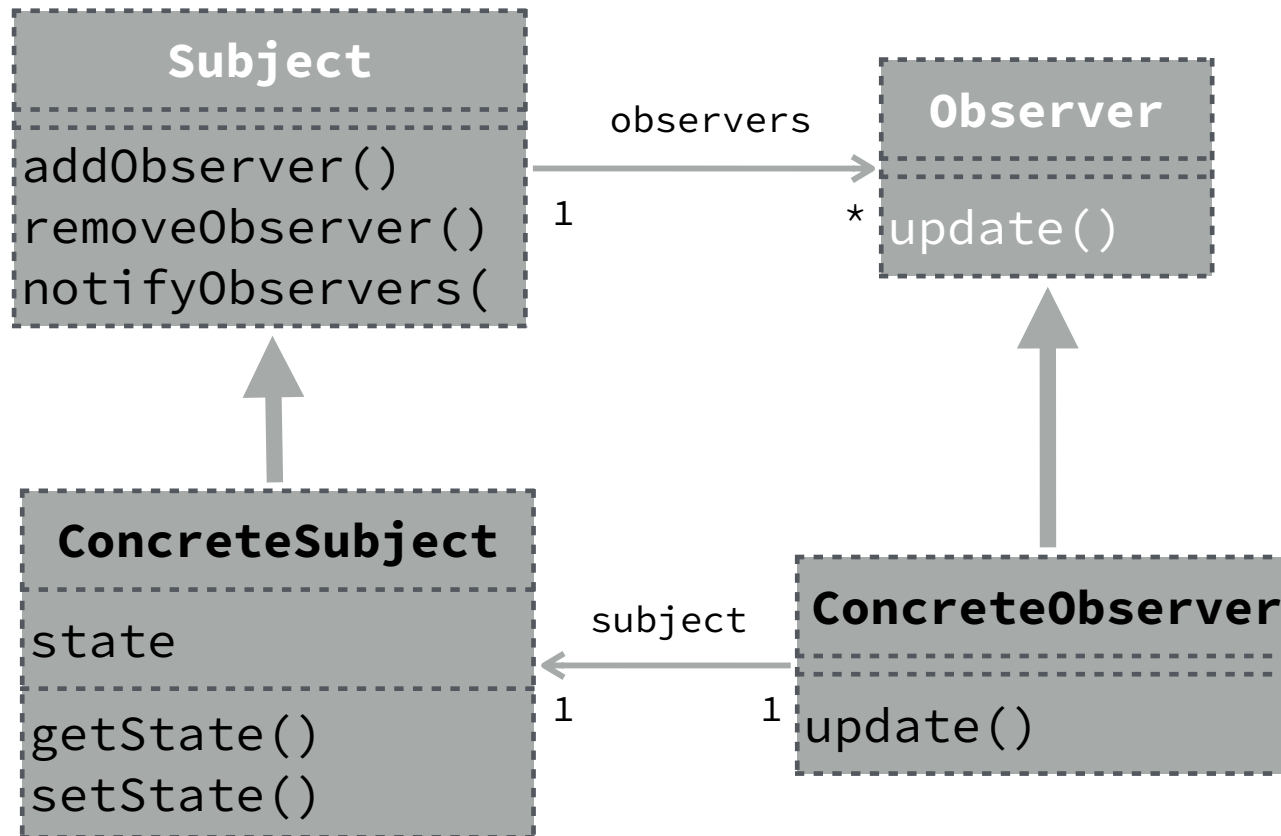


Diagramme de classes



Glitches

	A	B
1	10	=A1-A2
2	1	=A1-B1
3		=A2/B2

A1-1

1

1

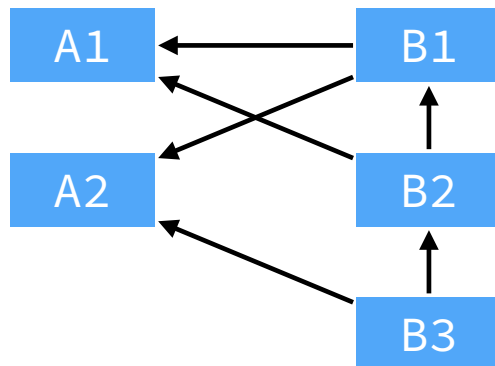
$$B_1 = A_1 - A_2$$

$$B_2 = A_1 - B_1$$

$$= A_1 - (A_1 - A_2)$$

$$= A_2$$

$$B_3 = \frac{A_2}{A_2} = 1$$



Patron *MVC*

MVC

