

# Ice-Instrumentation-Observer

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## Ice::Instrumentation::Observer

### Overview

#### local interface Observer

The object observer interface used by instrumented objects to notify the observer of their existence.

Derived Classes and Interfaces

- [Ice::Instrumentation::ConnectionObserver](#)
- [Ice::Instrumentation::DispatchObserver](#)
- [Ice::Instrumentation::InvocationObserver](#)
- [Ice::Instrumentation::RemoteObserver](#)
- [Ice::Instrumentation::ThreadObserver](#)

Used By

- [Ice::Instrumentation::CommunicatorObserver::getConnectionEstablishmentObserver](#)
- [Ice::Instrumentation::CommunicatorObserver::getEndpointLookupObserver](#)

### Operation Index

**attach** — This method is called when the instrumented object is created or when the observer is attached to an existing object.

**detach** — This method is called when the instrumented object is destroyed and as a result the observer detached from the object.

**failed** — Notification of a failure.

### Operations

#### **void attach()**

This method is called when the instrumented object is created or when the observer is attached to an existing object.

#### **void detach()**

This method is called when the instrumented object is destroyed and as a result the observer detached from the object.

#### **void failed(string exceptionName)**

Notification of a failure.

Parameters

**exceptionName** — The name of the exception.

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