

Ice-Instrumentation-Observer

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.
