

Workshop 3 - peer review

Compile/use the source code provided

Importing of the project was successful and no problems occurred. Upon running the application there is a strange dialog asking for custom input to start. We were uncertain what the purpose of that was.

Testing the application

The Stand operation is not working in the code you sent us. Looking more closely you have a mistake in Controller:PlayGame, where input is being compared to 'a' not 's'.

Class diagram

The class diagram seem to reflect the overall design and the changes you made. However there is no need to specify multiplicity in every relation since most of the time it's self explanatory. Also the dependency label is redundant. A problem we spotted is that some relations are missing their arrows. In our opinion this could lead to confusion and misinterpreting the diagram.

Hidden dependency

The hidden dependency between the controller and the view is expressed in the code related to the input in the PlayGame class. You can have a look at the earlier lectures of the DiceGame, where we used events to move the responsibility closer to the view.

Soft17

The rule looks to be implemented with no mistakes and you have shown understanding on the topic.

Variable rules on who should win the game

The rules seem to be working fine and the strategy pattern seems to be implemented correctly.

Duplicate code

You have correctly removed the duplicate code and refactored where it was redundant.

Observer pattern

We are not sure about this point in the workshop. It seems that you have implemented some variation of observer pattern, however we are not able to determine if this is what the task required. We hope that the other peer review you received would bring more clarity.

In conclusion, we believe that currently you don't clear the requirements for grade 3. Improving on the hidden dependency and small tweaks, however, should be enough to push you over.