## **Peer review for group(a)**

By: Andréas Anemyr (aa223ig)

Application compiles perfectly. And no errors or warnings in the “Errol List” (Visual Studio)

The menu is a little bit problematic. But should be easy ti fix. Application quits when press stand.

Does the implementation and diagrams conform (do they show the same thing)? Are there any missing relations? Relations in the wrong direction?

ClassDiagram: Class RulesFactory is not corret..

* code has dependency to SoftSeventennHitStrateg.
* code has no dependency ti BasicHitStrategy.

ClassDiagram: Class BaseNewGameStrategy

* Can’t find it. Has references in code…

ClassDiagram: Controller::PlayGame

* Check Associations

Is the dependency between controller and view handled? How? Good? Bad?

Seems to be a good solution Using enum from view….

Is the Strategy Pattern used correctly for the variations of who wins the game?

It’s a little bit weird to have dependecie from SoftSeventeenHitStrategy17. Se next...

Is the Strategy Pattern used correctly for the rule variant Soft17?

It seems tha RulesFactory::GetHitRule has been hardcoded. And that’s not the strenth of stratey pattern. Look into your classdiagram and I think you can find a better way of switch a strategy in the class model/Dealer

Is the duplicate code removed from everywhere and put in a place that does not add any dependencies (What class already knows about cards and the deck)? Are interfaces updated to reflect the change?

Is the Observer Pattern correctly implemented?

Yes.

Is the class diagram updated to reflect the changes?

Yes.

Do you think the design/implementation has passed the grade 2 criteria?

I think you need to think a little bit more about the strategy pattern. There is also issues for classdiagram. Fix it and I think you will pass.

References

1. Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0131489062