Peer review ws3 **Peer review for group(eh222ve)**

By: Andréas Anemyr (aa223ig)

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

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

InternationalNewGameStrategy is a specialization of NewGameAbstractStrategy?

I think it’s something weird in the diagram maybe?

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

Yes. A good enum solution.

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

Dealer has a m\_hitrule of type IHitStrategy. Perfect.

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

Seems to be hardcoded. But I think it was ok for passing grade 2

Is the Observer Pattern correctly implemented?

An observer pattern make use of a interface. I don’t think this the “real” observer pattern.

But when I look into code there’s ínterace CardObserver. Check the diagram one more time maybe?

You should add a interface realization to your controller/Playgame. Becaus the code seems to be ok, but not class diagram.

Is the class diagram updated to reflect the changes?

No. As said earlier….

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

Yes. With no doubt. But do check your diagram against your code.

I think there is some issues.

References

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