Workshop III by Andreas Bom
Peer Review

Try to compile/use the source code provided. Can you get it up and running? Is anything problematic?

The program doesn't compile since "DealerObserver.cs" and "IHowIsWinnerStrategy.cs" couldn't be found.

Error message:
Error   1   Source file 'model\DealerObserver.cs' could not be found.
Error   2   Source file 'model\rules\IHowIsWinnerStrategy.cs' could not be found

It seems like the files are corrupt.

We tried to rename "IHow" to "IWho" without any success, therefore we will only look at the code.

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

The relation between "PlayGame" and "IView" is set as a dependency in the diagram. It should be an association since "IView" is set as a field in "PlayGame".

According to the diagram, the private field, "m_deck", in "Dealer" should not be an instance of IDeck. It should be an instance of Deck.

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

You are using Enum for the input between controller and view, it is a good solution.

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

Yes

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

We can't see that since that class is corrupt or invalid somehow.

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?

Yes it is removed, and it should work.

Is the Observer Pattern correctly implemented?

We have checked the classes that you use the Obeserver Pattern in and it looks good, but we cant see if it works because "DealerObserver.cs" is corrupt or invalid.

Is the class diagram updated to reflect the changes?

Yes, we have checked the class diagram and it's up to date.

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

As said above, we can't run the program, but the code and the class diagram looks good.

If you fix it to a runnable version you will definitely pass.