Workshop 3 - peer review

We are sorry to say that this review probably won't be as helpful as you hoped, since we have limited understanding in C# and the accompanying software. We weren't able to test the application and view the class diagrams since this fact. However we will do our best to reflect on the other points in the workshop.

Your implementation of Stand is a bit different from the sequence diagram provided in the workshop, but nevertheless it seems to be feasible.

In our opinion your implementation of "Soft17" is correct and you have understood the rule .

The classes HouseAdvantageStrategy, RandomAdvantageStrategy and PlayerAdvantageStrategy seem to be a bit redundant. PlayerAdvantage and HouseAdvantage have very similar code and are interchangeable. Instead you can look at the classes only from the Dealer standpoint. In the dealer class the method IsDealerWinner is the one calling the rule method and you can think how can the dealer lose if both players have equal scores. The original version has the code for dealer advantage so you could expand on that.

You have successfully refractured the required part of the code.

The part with the Observer pattern is also unclear for us so sadly we cannot give you any insight.

In conclusion, we think that since Observer pattern is not implemented the task doesn't pass the grade 3 criteria. In addition we believe that the rules for who wins should be tweaked. Otherwise you have done a great job and we hope that the other peer review will be more helpful.