Peer Review Feedback for:

Christoffer Holmgren Group

**On compiling source code:**

No issues compiling source code or running program.

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

The diagrams we found seemed to be incomplete, for example NewCardListener did not seem to be present. There seemed to be Visual Studio models present, but we could not get these to work. There also seems to be two arrows from each object to the others, though this could be a style thing (?). IWinGameStrategy should have an association with Dealer since the Dealer class has a member of type IWinGameStrategy.

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

The dependency between the controller seems to have been handled by adding new methods to the IView interface – this seems to be a good way to handle it.

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

The Strategy Pattern seems to be handled correctly here. However, it seems unnecessary to calculate the value of the Ace in this method as it is already calculated in the Player class – it should be sufficient merely to check whether the Dealer has a score of 17 while holding an Ace.

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

The Strategy Pattern seems to be handled correctly here too.

**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?**

The duplicate code has been removed and added to a decent place. However, I would personally consider the class which knows about cards and the deck to be the Dealer in this instance, as the Dealer is the one who deals the cards. As such, I would move the code to Dealer.

**Is the Observer Pattern correctly implemented?**

The Observer Pattern appears to be correctly implemented.

**Is the class diagram updated to reflect the changes?**

See above question on implementation and diagrams conforming. Summary: parts that have been updated appear to be missing.

**Do you think the design/implementation has passed the grade 3 criteria?**

Other than the issues with the diagrams, this design/implementation appears to pass the grade 3 criteria. However, one other group claimed that our design should not pass the grade 3 criteria due to entering a loop during Thread.sleep for the pausing which this implementation also does. By that group’s logic, this design should also not pass. Despite this, we do not see it as an issue and thus believe this implementation should pass.