

## **Peer review of Sarpreet Singh, Buttar's and Songho Lee's workshop 3**

After taking a good look at the code and running the program, here is my peer review.

### **Running the application**

I simply downloaded the source code and compiled it. Then it was as simple as starting the application and it would run. All in all the program runs nicely but the "pausing" between cards is handled in a somewhat confusing way. Every time a new card is dealt it prints out the complete hands of both the dealer and the player meaning a lot of output and it can be somewhat confusing to try and see what is what and knowing when all the cards are dealt. When the player chooses hit it is much more "readable" as it is not so much output.

The program doesn't crash when the user inputs the "wrong" kind of input which is nice. When entering "wrong" input the user is made aware of this by a error message which is a very nice touch.

Overall a nice experience running the application without glitches and/or bugs.

### **Design and implementation**

The design and implementation is nicely made and there isn't really a whole lot for me to make comments on. The design and implementation is very good looking and works just as I would expect. The implementation and diagram conforms very well and it is easy to get an understanding for the application by looking at the diagram. I can't find any missing or wrong relations. If I was to make one tiny remark here it would be over the fact that the diagram was in blue and somewhat difficult to read, but this is just a minor thing. The diagram is updated and all the changes are there.

Code standard is very high and names are very clear. No code duplication that I could find, nor is there any dead code. The GRASP guidelines, low coupling and high cohesion as according to Larman (1.) is used throughout the application.

The dependency between the view and controller is well handled with the view handling the user input and just making the controller ask the view for a specific action. There is also no bad, hidden dependency between the controller and the view.

The strategy pattern is correctly used for both the Soft17 rule and the variations of who wins the game. The observer pattern is also correctly implemented and works just as one would expect it to.

Overall the application and diagram looks and work as it should, and I see no reason why it should not be enough to get a pass!

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### **References**

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