Workshop 3 - Design using patterns
Peer Review of Filip Rydberg (fr222cy)

Compile/use the source code

The application runs without any problems.

Implementation vs diagrams

The CardDrawObserver have relations with both Dealer, Card and Game which doesn't show in the diagram.

Dependency between controller and view

Using enum in the view to handle input to the controller, which is a good solution.

Strategy pattern

Strategy for Soft 17 and to win the game works as intended.

Duplicate code

It's removed and it's well done.

Observer pattern

The observer pattern works but I would want to see an ISubject class that adds and notifiy the observer. I see that many others has done it without the ISubject class, but is that the correct use of the observer pattern? I'm not sure anymore. Here's a link to what I mean. https://www.youtube.com/watch?v=rWvXJo3OAzs

Passed the grade 2 criteria?

Yes, without any doubts