

Peer Review for

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There were no problems getting the application running. The behavior when the game is paused was a bit odd. We believe the task description meant to redraw the interface *everytime* a new card was drawn to a hand, but your application does not. It only waits (pauses the application) every time, which leads to long waiting times when multiple cards are drawn to the hands before re-rendering. Other than that, the application works as expected.

Your updated diagram matches the implementation very well, and everything seems to be correct.

The hidden dependency between the controller and the view has been removed in a good way. Each view handles the input keys of choice, easy to change according to language preferences. A suggestion would be to take it a step further, to set the key characters as private fields in the view classes, and use that as both input choices as well as in the output of the welcome message. This way you would only need to change input character keys in one place, instead of both `DisplayWelcomeMessage` and each `WantsTo...-method`.

Your `PlayGame.NewCardEvent` -method never uses the `Card a_card` parameter, so it is a bit unnecessary to keep there.

The “soft 17” hit rule is using the strategy pattern correctly as far as we can tell. However the rule implementation does not conform with the task description. Soft 17 requires a bit more than just changing the hit limit. But the strategy pattern is followed here as well as in the rule variations of who wins the game [1, p960].

You have removed the duplicate code nicely in the Dealer class, and reuse that in other classes as well.

You implement the Observer pattern in a very good way without adding any unnecessary dependencies that did not already exist.

The things we have commented on we see as somewhat minor issues all in all and we definitely believe you will pass grade 2. Well done!

References

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