Peer review log

Compiling and running

We were unable to run the program as we do not have any Java IDEs installed.

Implementation and diagrams

The implementation and the diagrams match very well and we couldn't find and discrepancies. The overall layout of the class diagram is good and easy to read.

Dependencies

The hidden dependency between controller and view is solved in a nice way by letting each view handle what characters are used to control the game.

Strategy Pattern

The instructions states that the Strategy pattern should be used for Soft17 in the same way as it was used in the existing rules and this is followed nicely. [1] [2]

The strategy pattern is used correctly for both `DealerOnEqualWhoWinsStrategy` and `PlayerOnEqualWhoWinsStrategy`.

Code duplication

The duplicated code [4 ch.17 p.289] for dealing a new card has not been removed from `AmericanNewGameStrategy.java` nor `InternationalNewGameStrategy.java`. However, in `Dealer.java`, a method has been implemented to do this exact task.

Observer Pattern

The Observer Pattern is implemented correctly. [3] The Diagram reflects the implementation.

Other

The särskrivning on line 15 in `SwedishView.java` is an abomination.

Conclusion

Use `Dealer.DrawCardToHand()` in `InternationalNewGameStrategy.java` and `AmericanNewGameStrategy.java` to avoid unnecessary code duplication. The assignment definitely passes grade 2.

References

1. https://github.com/tobias-dv-lnu/blackjack_java
2. https://coursepress.lnu.se/kurs/objektorienterad-analys-och-design-med-uml/workshops-2/workshop-3-design-using-patterns/
3. http://www.blackwasp.co.uk/Observer.aspx
4. Robert C. Martin, Clean Code, 2009, 0-13-235088