

## **Peer review of Janty Azmat's workshop 3**

First of all I would like to point out that the code and class diagram looks very good and after taking a good look at the code and running the program, here is my peer review.

### **Running the application**

I downloaded the source code and then it was as simple as running the application. All in all the program runs nicely and the "pausing" between cards is handled in a very good way with a pause between each card to make it all that much more fun. It is very easy to understand how to play and the cards/hands are displayed in a very nice way.

The program doesn't crash when the user inputs the "wrong" kind of input which is nice.

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

### **Design and implementation**

Obviously you know what you are doing and there is not 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.

The text document supplied with the code is very good and clear and makes it much easier to understand the changes made to the application.

Code standard is very high and names are very clear. No code duplication that I could find, nor is there any dead code. The code which has been replaced is commented out, which might not be the best thing, but it is easy to get an understanding of what the programmer has done, which is quite nice. The GRASP guidelines, low coupling and high cohesion as according to Larman (1.) is used throughout the application. For example information expert is well kept in mind when implementing this 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, and the observer pattern is implemented as it is supposed to.

Overall a very nice looking and working application and diagram, 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