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Peer review

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**Try to compile/use the source code provided. Can you get it up and running? Is anything problematic?**

There is no problem launching application

**Test the runnable version of the application in a realistic way. Note any problems/bugs.**

We found some problems while testing the application. After choosing “stand”, application throws exception. Console does not display any message when player wins or loses.

**Is the dependency between controller and view handled? How? Good? Bad?**

Bad and hidden dependencies was not removed from the controller and view. One of the requirements was “Remove the bad, hidden, dependency between the controller and view (new game, hit, stand)”.

**Is the Strategy Pattern used correctly for the rule variant Soft17?**

Yes, in our opinion it is used correctly.

**Is the Strategy Pattern used correctly for the variations of who wins the game?**

In this case, we do not think that strategy pattern was used correctly. There are two exactly the same classes, just different titles which implements Win Condition interface.

**Is the duplicate code removed from everywhere and put in a place that does not add any dependencies (What class already knows about cards and the deck)? Are interfaces updated to reflect the change?**

Code was duplicated when two exactly the same classes implemented Win Condition.

**Is the Observer Pattern correctly implemented?**

No. Observer pattern was not used [1].

**Is the class diagram updated to reflect the changes?**

Class diagram does not show “NewCard” class.

**Do you think the design/implementation has passed the grade 2 criteria?**

Current state of application does not pass grade 2. After fixing problems it is possible to pass.

# References

1. <https://en.wikipedia.org/wiki/Observer_pattern>