Jovydas Urbanavicius, Jean-Pierre Salum, Mantas Remeika | 1DV607 | October 31, 2016

Peer review

Fredrik Olsson, Andras Ballas

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

There was no problem launching application

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

We did not found any problems while testing the application.

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

We didn’t find any problems. Bad and hidden dependencies were removed from the controller and view.

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

Yes, in our opinion it is used correctly [2].

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

Yes, in our opinion it is used correctly [2].

**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?**

We did not notice any code duplication.

**Is the Observer Pattern correctly implemented?**

Yes. Observer pattern was used correctly [1].

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

Class diagram does not show “Observer” and “Subject” classes.

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

We think that implementation has passed grade 2 criteria.

# References

1. <https://www.tutorialspoint.com/design_pattern/observer_pattern.htm>
2. <https://www.tutorialspoint.com/design_pattern/strategy_pattern.htm>