

## Peer review

### Authors :

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### **Application:**

Unfortunately, I haven't IDE of Java in my computer and I haven't found any .exe in the folder. So, I haven't run the implementation. But I opened the code file and checked the code.

**Does the implementation and diagrams conform (do they show the same thing)? Are there any missing relations? Relations in the wrong direction?**

I check the code and compare with the diagram. I think they show the same thing.

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

The dependency between controller and view I think is good. I don't have any advises with the code construction.

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

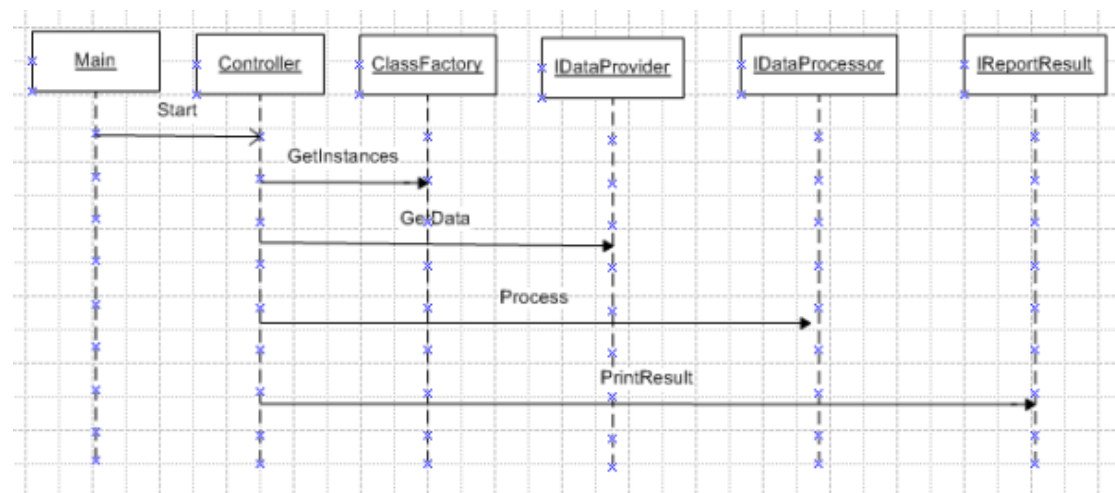
Yes. I already check the code for the rule variant Soft17. I think there are no problem for the logic of the code.

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

Yes.

**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?**

I think low coupling and high cohesion is not mean that put all code in one method. This sequence diagram can make us easy to understand what is low coupling and high cohesion mean.



[1]

**Is the Observer Pattern correctly implemented?**

Yes.

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

Yes.

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

Yes.

**References:**

低耦合(Low-Coupling)與高內聚力(High Cohesion)的設計原則,

<https://kevingo75.blogspot.se/2011/12/low-couplinghigh-cohesion.html?m=1>, Dec

16 2011