# Peer Review – Workshop 3

Haofei Yan, Huan Rong

None of us know Java, but have tried to review the result of the workshop as good as possible.

The diagram misses some of the relations. For example there is no relations from the controller. Perhaps this is because there is no changes from the first diagram? We still miss relations from/to RulesFactory and GetACardResponse though. The diagram is also pretty messy, some of the rolenames are hard to read.

The code has a hidden dependency between the controller and the view. The letters ”h” for hit, ”s” for stand and so on, exist in both controller and view. This can be hard for a developer to discover, and it’s better if you structure the code so that a possible change only needs to be done at one place. (Sources: see links at bottom of document\*)

The Soft17 rule is missing.

We are not really sure about what the DealerWin function in the WinRulesFactory class does? Is the meaning that you can choose what function is called (EqualPlayerWin or EqualDealerWin)? If that is the case, we guess the code works. Although we think that by implement it in RulesFactory it would be even easier to choose what variant to use, just like you do when to choose hit rule or new game rule.

The duplicated code is not removed from AmericanNewGameStrategy and InternationNewGameStrategy.

The observer pattern seem to be correctly implemented.

Since all of the requirements are not fullfilled, we don’t think that the workshop has passed the grade 2 criteria.

**\*Sources**

**Link on dependencies:**

[*http://tutorials.jenkov.com/ood/understanding-dependencies.html*](http://tutorials.jenkov.com/ood/understanding-dependencies.html)