Peer Review Workshop 3

For the domain model made by Daniel Nilsson (dn222cn) and Daniel Blixt (db222dq)

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Application

Application compiles and runs well.

By pressing the combination "P, H, H, H, S" a couple of times, I can queue up several hands at once. This might be intended however, but I find it quite problematic (from a user friendly stand point) that it is possible. Especially that I can choose to hit a hand before even seeing what it contains.

I also noticed that the dealers "hidden start card" is not showing. It would seem from the animation that the dealer starts with one card and then draws the next. A novice blackjack player would say this does not matter, but that the card is actually drawn before the player gets to hit is a big deal.

Implementation and Design

The arrow between IView and InputCommand is incorrect, IView is not dependent on InputCommand.

There's a missing dependency arrow between Game and Rulesfactory (Game sends a new instance of Rulesfactory to Dealer). I advise that either this arrow is added or the dependency is removed.

Other than that everything looks correct. The class diagram is updated according to the changes made to the code.

Controller > View dependency

The dependency is taken care of in a good way

Strategy Pattern

The implementation of the strategy pattern is well implemented as Larman describes the pattern [1, p447].

I found a minor error in the Soft17 rule class. Instead of using g_hitlimit to check if the dealer is currently having a total score of 17, an int value of 17 is used. In this case it might not matter much since the value will probably never be changed, but since there is a constant g_hitlimit, it should be used instead.

Duplicate code

Duplicated code is removed and placed in a method instead. Good!

Observer Pattern

The implementation of the observer pattern is well implemented as Larman describes the pattern [1, p465].

Depending on how you interpret the assignment, one could see a problem with the code. The code pauses the game AFTER a card has been drawn and the view has been redrawn. This presents a minor (again, depending on how you interpret the assignment) problem, since the paus does not really make the game more interesting. The player gets to see what card he drew right at the button press and the pause is only really effective when multiple card draw events are queued up.

Grade

I think you have passed the criteria for grade 2, only minor fixes (some which might not be errors at all) could be fixed. Good job!

References:

1. Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0131489062