Object Oriented Analysis and Design

Workshop3 : Design using patterns

Guillaume Fumeaux

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Try to compile/use the source code provided. Can you get it up and running? Is anything problematic?
Yes I get it running without any problem.

Test the runnable version of the application in a realistic way. Note any problems/bugs.
No bugs found, very good implementation with the choices at the beginning, more than asked very well. The only things you could improve is, when we press stand or hit the card is immediately showed, could have the little suspense asked.

Does the implementation and diagrams conform (do they show the same thing)? Are there any missing relations? Relations in the wrong direction?
Almost, you didn't showed you SetupGame and GameSetupView.
PlayGame depend on IView and Game as he implements them.

Is the dependency between controller and view handled? How? Good? Bad?
Great, an enumeration of the different action has been made. The view return the action selected to the controller who performs a switch case. Perfect.

Is the Strategy Pattern used correctly for the rule variant Soft17?
Perfect too. Nothing to say.

Is the Strategy Pattern used correctly for the variations of who wins the game?
Well implemented too.

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?
Good too, just a test has been left in American strategy.

Is the Observer Pattern correctly implemented?
Perfect too.

Is the class diagram updated to reflect the changes?

Just some class has been forgotten.

I should pass the grade 2 requirements.