Workshop 3
Peer review for Sherief Badran's group
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Try to compile/use the source code provided. Can you get it up and running? Is anything problematic?
The code compiles and the app runs without any problems.

Test the runnable version of the application in a realistic way. Note any problems/bugs.
If the dealer doesn't draw a third card, the hidden card is never shown and the game ends. This could be considered a game breaking bug since the player doesn't get to see the hidden dealer card.

There are a few minor issues that don't affect the game. The game starts by saying "Hello List World" twice and the points for the player and the dealer are displayed twice in different formats. Both of these things were already present in the java code provided on the course page but should probably be removed. Furthermore, the console is not cleared when the new cards are dealt which makes things slightly confusing. We understand that this is a Java issue, but there seems to be a workaround in the Simple view that could also be used for the Swedish one.

Does the implementation and diagrams conform (do they show the same thing)? Are there any missing relations? Relations in the wrong direction?
The implementation and diagrams conform. The only problem is that there is a SoftSevenTeenStrategy connected to RulesFactory. This is probably because of a typo.

Is the dependency between controller and view handled? How? Good? Bad?
The view contains the MenuItem enum which isn't specific to the view and therefore should be placed in the controller. Otherwise, everything looks good.

Is the Strategy Pattern used correctly for the rule variant Soft17?
The rule variant Soft17 is implemented according to the Strategy Pattern, but some code has been duplicated in the HaveSoftHand method instead of reusing the code found in Player to calculate score.

Is the Strategy Pattern used correctly for the variations of who wins the game?
The variations of who wins the game is implemented according to the Strategy Pattern. However, some of the winning checks are done directly in the Dealer and some in the win rule interface. Furthermore, the player and dealer scores are calculated twice, once in the Dealer and once more in the win rule interface.

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?
The duplicated code was removed and replaced by a single method in the Dealer class, which causes no dependencies. The interfaces have been updated to reflect the change.

Is the Observer Pattern correctly implemented?
The Observer Pattern is implemented but the subscribers are never notified when the dealer stands and the hidden card should be shown which causes the bug described above.

Is the class diagram updated to reflect the changes?
The class diagram has been updated and reflects the changes made to the code.

Do you think the design/implementation has passed the grade 3 criteria?
The bug mentioned above breaks the game and should be fixed. The rest of the code passes the grade 3 criteria.