

## Peer Review of Robin Karlsson rk222ev

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***Try to compile/use the source code provided. Can you get it up and running? Is anything problematic?***

Everything works.

***Test the runnable version of the application in a realistic way. Note any problems/bugs.***

No.

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

Well diagrams aren't my strong point, but from what I can see, it looks good.

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

It looks good with the enum solution, that's what I have done as well 😊

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

Yes, you have followed the rule with one strategy per class well. [1, p447, ch26.7]

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

Yes, you have managed to follow the pattern here also. [1, p447, ch26.7]

***Is the duplicate code removed from everywhere and put in a place that does not add any dependencies?***

The duplication is removed and put in the deck-class. This does not add any new dependencies.

***Is the Observer Pattern correctly implemented?***

Yes, it is well implemented. [1, p463, ch26.10]

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

Yes

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

Yes I do.

## References

1. Larman C., Applying UML and Patterns 3rd Ed, 2012, ISBN: 978-81-7758-979-5  
(This is not the same edition as listed by the teacher, therefor I have also added chapter references.)