Peer Review of Sebastian Svensson ss222tb

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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 from the dealer class, but can still be found in the AmericanNewGameStrategy & InternationalNewGameStrategy classes. The refactoring so far doesn't 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, even if some duplicate code can still be found.

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.)