

Peer review on Tobias Johansson (tj22fe)

By Fredriks Group

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

good

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

Can press infinite times when pressing hit, have to press stand to get the results. This is something that should have been fixed

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

Yes it seems so.

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

The hidden dependency does still exist in the get input method. The added dependency to the controller of the subject it is not needed either. Instead it can be inside of model to reduce the dependency to controller.

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

The soft17 rule is not going to work because of the fact that they don't check if there are one or several aces. In soft 17 rule the soft hand can only contain one ace and either the combination of ace + 6, ace + 3 + 3, ace + 2 + 2 +2 and so on. If there are two aces or value higher than 6 then it is considered as a hard hand.¹

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

The strategy pattern for who wins is not implemented correctly, the check for who goes over the maximum score should be done in the WinStrategy so that the conditions can be changed without having to modify the dealer class.²

¹ <http://www.livecasinos.com/blog/explaining-the-soft-17-rule-in-blackjack/>

² [Eric Freeman, Elisabeth Freeman, Kathy Sierra and Bert Bates, Head First Design Patterns, First Edition, Chapter 1, Page 24, O'Reilly Media, Inc, 2004. ISBN 978-0-596-00712-6](#)

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?

Duplicated code has not been removed in the international rule and the american rule classes which can just call the method in the dealer class.

Is the Observer Pattern correctly implemented?

The observer pattern is located outside of the model package that goes against the whole MVC principle. There is no list to keep track of its observer and notify them when there are new events inside of the model package. Instead it is located in its own package. And a method is run from the controller each time the hit method is run which is not what the observer is about.

It should be a message sent from the model to the controller which handles the view and view redraw with a pause in between. Not the controller just calling a method notifying everyone that a card has been dealt, this is getting you unwanted and unnecessary dependencies.³

As Well as the pausing code was said that it should be in controller or view package and not in the model package which is now located in the player class.

Is the class diagram updated to reflect the changes?

the relation between controller and the NewCard class is not shown.

**Do you think the design/implementation has passed the grade 2 criteria?
Except from some minor issues this implementation of patterns has definitely passed the passing grade.**

Some changes and it should pass

³ <https://msdn.microsoft.com/en-us/library/ff649896.aspx>