

Peer Review on Fredrik Jönsson with group workshop 3

The source code provided was easy to import and start in Eclipse. I started the class `Program.java` which has the main method. From there I could test the program without any difficulties.

When testing the application I didn't encounter any bugs or any problems. But one thing that I found not so appealing was the "The pause should be when any player (dealer or player) gets a card." implementation. It may be misunderstood when grasping the requirement and when the implementation was made.

Comparing the implementation and the diagram I can't find any incorrectly drawn relations. But looking at the sequence diagram and the stand implementation, it seems as a mistake was made. The implementation iterates over the hand and sets the show attribute to true, but this is already done in the `showhand()` call. Otherwise it looks good, I like the check if dealer got any cards.

The dependency between the controller and view is handled good. The controller has a dependency to the view but the view does not have any dependency to the controller. But one thing I don't understand is why the "System.in" code is moved to the controller. Low-level code should be handled in the view such as, in this case, "System.in" and "Thread.Sleep()". According to Laman; "The View is the UI Layer, and the Controllers are the workflow objects in the application layer" [1, p.209].

A strategy pattern is used and correctly implemented, as a strategy pattern, for the hit rules and the variations of who wins the game. I find a part of the implementation in the `Soft17` rule a bit complicated/unnecessary, the part for "else if", it really confuses me.

The change and now reused code when the dealer deals a card is now implemented as a method in the Dealer class. The interfaces with rules which was affected is updated, but the parameter `a_deck` is still there when it should be removed since it is unused.

An Observer Pattern is implemented, but I find the implementation a bit troublesome, with the Game class and its "hasDealtCard" method. It only sends the information to the first subscriber?

The class diagram is updated to the changes made.

In this moment I think there is too much thing to look over and fix in order to pass the grade 2 criteria, but fix those problems I've mentioned and passing the grade 2 criteria should not be any problem.

1. Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0131489062