

Workshop 3 - Design using patterns

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Compile/use the source code

The application runs without any problems.

Implementation vs diagrams

The diagrams dependencies doesn't show any navigability. I'm also uncertain if the diagram shows the actual observer pattern. The NewCardObserver should have a relation with the Game model in the diagram.

Dependency between controller and view

Using enum in the view to handle input to the controller, which is a good solution.

Strategy pattern

The Soft17 strategy doesn't work as intended. The dealer draws a new card every time he gets 17. The win strategy pattern works correctly.

Duplicate code

It's removed and it's well done.

Observer pattern

The observer pattern works but I would want to see an ISubject class that adds and notify the observer. I see that many others has done it without the ISubject class, but is that the correct use of the observer pattern? I'm not sure anymore. Here's a link to what I mean. <https://www.youtube.com/watch?v=rWvXJo3OAZs>

Passed the grade 2 criteria?

The requirements for the Soft17 should probably be fixed and also the navigability in the class diagram.