

## Workshop III by Henric Gustafsson

### Peer Review

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

Everything went smooth, easy to run.

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

Most of the dashed lines don't have arrows. This makes it hard to understand which way the relation goes.

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

You are using Enum for the input between controller and view, it is a good solution.

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

When we tested the rule, the dealer got "Knight and Seven" and drew one more card, which is wrong. ex: If the dealer gets "Ace and Six", the value should be 7 total and then the game goes on as usual.

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

Yes, well implemented.

**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?**

Yes it is removed, and it works.

**Is the Observer Pattern correctly implemented?**

Yes it is, Smart and efficient solution, easy to understand.

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

Yes if you fix the relations in the class diagram.