

# Workshop 2 by Jan Tran

## Peer-Review by Johan Landbris & Jonas Mattsson

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

We could not run the code in Visual Studio but as you specify in the “readme” file - this problem could occur. We tried your exe-file and the program run without any bugs as far as we could see.

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

The class diagram corresponds well with the code and is easy to understand.

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

Nice idea to create variables in the view for each input key. It makes it easier to change in the future. However, we believe that `a_view.GetInput();` in the Controller still is a dependency between controller and view. It is better if you can keep function aside the view as much as possible [1].

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

Yes, it looks good.

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

Yes, it looks good.

**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?**

The duplicate code seems to be removed in most cases. The only thing we could find is in the `InternationalNewGameStrategy` where you could replace each of those sections:

```
c = a_deck.GetCard();  
c.Show(true);  
a_player.DealCard(c);
```

With your `DealPlayerCard(Boolean, Player)` method.

**Is the Observer Pattern correctly implemented?**

The observer pattern seems to be correct.

**Is the class diagram updated to reflect the changes?**

Yes.

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

We believe the implementation should generate a passed grade. The things you could improve are pretty minor. Good work!