Jt222ic Peer Review to cs222wa Carro

Look at the models, implementation and any accompanying documentation. Try to have an open mind and focus on trying to understand the materials as it is presented.

It's a Black Jack game with the already implemented code ready with no instruction from the teacher, where student have to figure out what to implement by the small instruction from the sequence diagram. The material is presented with two new interfaces, one inherits from IHit, and Playgame inherit from Observer. Removed hidden dependencies, and factored code.

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

I couldn't run the application by the link of the workshop 3, so I had to fork the Portfolio from Github, to make it work for me. So far as I can see there's nothing really wrong.

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

I think you guys forgot to implement the hit limit of the deck is 21 for the player, I can still stay at hit limit 26, and hope for dealer to get higher than 26, the game still continue even if I am above the limit. Application running has some problem where it ticks a lot before you get the result who's the winner, but that is also a small fix not to be needed.

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

It looks exactly what it is supposed to be, right association on interface etc.

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

I have the same way to remove the hidden dependencies between controller and view-handler, so nothing problem here.

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

From Rulesfactory-->soft17-->Ihitstrategy <<interface>> is correct for strategy pattern, defines an interface common to all supported algorithms.

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

Correct.

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?

Correct, you guys created a Blackjackobserver to handle the updated code.

Is the Observer Pattern correctly implemented?

Blackjackobserver for class diagram is correctly implemented

Is the class diagram updated to reflect the changes?

Yes and correct.

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

Yes, it has passed the grade 2 , just fix the hit limit for player and dealer.