**Peer Review**

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To Jan Tran

Program test:

When we test the runnable version of the application, all dealer’s cards are shown. There is no hidden card. Also, the game ends when the dealer gets 18 scores and up even if the player have not caused stand or hit. For example, the game starts with eight of clubs and queen of diamonds which is 18 scores for the dealer. The player has seven of clubs and two of hearts with is 9 scores. The game overs and the dealer wins without the user choose the stand or hit.

Digram:

About the diagram, the implementation and diagram don't conform. They do not show the same thing.

IgameOserver interface in your implementation is in the model package, but in your digram it is placed in the controller package. Also, there is a missing relation between the IgameObserver and the dealer.

In addition the arrow between IgameOserver and playGame class is wrong and also for all the interfaces in your diagram. You have drawn dependencies instead of realizing.

Design pattern:

The dependency between the controller and the view is good and also the observer pattern is correct.

However IplayerlooseWhenDraw interface is implemented, but the dealer does not use this rule.

Do you think the design and the implementation will pass grade2?

I think if he fix the problems he will pass grade2.