Peer Review

**Compile Test:** Source code compiles without any errors. The game is up and running. We directly get the feeling that the game is well done.

**Documentation and Implementation consistency:** It looks very good, we could not find any inconsistencies.

**Realistic Game Test:** Everything seems to work exactly as intended.

**Controller View Dependency Solution:** The dependency between the controller and view regarding play, hit and stand is handled in a good way with switch on enum representing the different choices.

**Strategy Pattern:** Nicely done withDependency injection of RulesFactory into Dealer. Correct implementation with the RulesFactory that contains a GetHitRule method which returns a SoftSeventeenRule object that implements iHitStrategy.

**Strategy Pattern (win rools):** Yes! Perfectly implemented.

**Duplicate Code:** Duplicate code is removed.

**Observer Pattern:** Implemented perfectly fine**.**

**Summary:** We are very impressed of your way to tackle the challenges of this workshop. Seems like you spent a lot of time and energy to solve the tasks with high quality. The code is also easy to read, understand and maintain. **Grade 5**.