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Peer review 3 la222tc

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

The application works good.

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

When the user is over 21 you have to press stand for the game to "finish" and display the dealer as winner.

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

Forgot to add Soft17Rule in the class diagram. The relationships described between classes are wrong. Ex: Dealer to IGameObserver doesn't have one but many associations.

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

It's implemented with the use of matching enumerations. This is a good and recommended solution. However within the two view classes there is string dependency that is not encapsulated.

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

Yes, the implementation is correct. Use of the rules doesn't change if the algorithm changes.

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

Yes, the implementation is correct. Use of the rules doesn't change if the algorithm changes.

7. 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?

AmericanNewGameStrategy and InternationalNewGameStrategy have not been update according to the "The code for getting a card from the deck, show the card and give it to a player is duplicated in a number of places. Make a refactoring to remove this duplication and that supports low coupling/high cohesion. " demand in the instructions.

8. Is the Observer Pattern correctly implemented?

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Yes it's correctly implemented according to Larman: "Define a "subscriber" or "listener" interface. Subscribers implement this interface. The publisher can dynamically register subscribers who are interested in an event and notify them when an event occurs." – Larman C. chapter 26.10. The control implements observer interface and dealer adds subscribers that notifies the controller to dynamically change.

9. Is the class diagram updated to reflect the changes?

Partially. Ex: PlayGame does no longer have a dependency to IView and Game. The other parts seem to be correct.

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

Yes I think the implementation pass the criteria. However I think you need to change the class diagram to display the changes and not confuse the reader of it with wrong relation between classes.

References

Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0-13-148906-2