# Peer Review – Workshop 3

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The application seems to be thouroughly elaborated and all the requirements seem to be fullfilled in a good way.

The application runs without problems or bugs. We also think that the code that calls Stand automatically when player has 21 or more is smart, although perhaps you should use the variable g\_maxScore instead of ”21” to avoid string dependencies in your code.

The diagram conforms with the implementation and it is also updated to reflect the changes. We are just a bit confused about the rollnames from PlayGame to IView, Game and IObserver, where you have ”Game” instead of ”m\_game” for example.

The hidden dependency between controller and view is handled in a good way, since the function Option in the view returns a enum instead of the letter ”p”, ”h”, ”s” and ”q”.

The Strategy pattern seems to be correctly implemented for both Soft17RuleStrategy and HighestCardRule. And since we have nothing at all to complain about or to tip off, one small thing could be that perhaps the class name in HighestCardRule should have Strategy in it (just like Soft17RuleStrategy has), just to make it even easier for a developer to understand how the code works. Also the Observer pattern seem to be correctly implemented.

The duplicated code is removed and the interface updated.

The design/implementation has definitely passes the grade 2 criteria.

**\*Sources**

**Overall Source:**

Applying UML and Patterns:

An Introduction to Object-Oriented Analysis and Design

And Iterative Development, Third Edition

By Craig Larman

ISBN : 0-13-148906-2