Feedback Workshop 3

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

Svårt med hur få igång filerna, men lyckades till slut med Eclipse.

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

Det verkar fungera som det ska, men det går att välja "hit" i oändlighet när poängen är 21 eller högre. Konsolen rensas aldrig, instruktionerna skrivs bara en gång.

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

Det verkar stämma överens.

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

Den är hanterad på ett bra sätt.

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

Det verkar korrekt.[1]

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

Det verkar korrekt.[2]

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?

Nej klasserna internationalNewGame och AmericanNewGame har dublicerad kod.

Is the Observer Pattern correctly implemented?

Det verkar korrekt.[3]

Is the class diagram updated to reflect the changes?

Ja

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

Ja, men det finns lite duplicerad kod kvar som behöver fixas.

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1. https://sourcemaking.com/design_patterns/strategy

2. https://sourcemaking.com/design_patterns/strategy

3. https://sourcemaking.com/design_patterns/observer