Peer Review for Mathias Lundberg

App compiles, runs good. No bugs noticed.

Game is missing a dependancy to CardObserver, since it takes a CardObserver object as argument and adds observers to the dealer and player it should have one.

The dependancy is handled via an enum instead of sending strings from the view to the controller, which is good.

The rules for Soft17Strategy and who wins on equals are correctly implemented.

The duplicated code is not removed, it is still present in the InternationalNewGameStrategy. Should be moved to an abstract class so all NewGame Stragegies inherit from it. [1, p550]

The observer pattern is implemented correctly, The Controller PlayGame is the observer and recieves events from the Player when a card is dealt to show a brief pause. [1, p631].

If you refactor the duplicated code into a method then the solution passes the criterias for the passing grade

References
1. Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0131489062
   used the PDF-version, these pages apply
   https://drive.google.com/file/d/0B3-OzxP8Wm1lbmhhTGhlMXlQYlU/view?usp=sharing