

## Object Oriented Analysis and Design –

### Workshop 3 Peer Review

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

No problem compiling the source code. The program runs fine. But I notice that the implementation of the "pause" when a card is dealt is missing

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

The diagram is correct as per what has been implemented or updated.

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

No, it has not been handled. You could e.g. use the Strategy Pattern [1].

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

Soft17 is not implemented.

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

No, the Strategy Pattern [1] has not been used. Have a look at the implementation of the other rules to get an understanding of how to implement the variations rules.

***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?***

Yes, the duplicated code is removed but not in what I believe to be the intended way. You e.g. still have the dependency to the Deck in the NewGame method of the INewGameStrategy interface. You should have a look at the Information Expert pattern [2] in GRASP and let the dealer handle getting the card from the deck and dealing it.

***Is the Observer Pattern correctly implemented?***

No, there is no implementation of the Observer Pattern [3].

***Is the class diagram updated to reflect the changes?***

The diagram is correct as per what has been implemented or updated.

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

Sadly no.

[1] Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0131489062, page 447

[2] Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0131489062, page 278

[3] Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0131489062, page 463