

Peer Review Workshop3

General

- (+) Runs well from the first try even on Ubuntu with wine-app.
- (+) User-interface is clear.

ClassDiagram

- (+) Nice layout and easy to read
- (-) Misses not implemented requirements

Game::Stand-Implementation

- (+) Good implementation, clear code, not duplicated and exactly what the task ask for
- (~) You could add a isGameOver() check and simply call the Hit method for dealing a card instead of having an extra private one (but would not represent exactly the diagram flow)

Soft17-Implementation

- (~) Implementation is correct. However the check is a bit confusing could have done with 1 check instead of 2. (First if equal and then if smaller true/ else false)

WinningRule-Implementation

- (+) Strategy-Pattern is applied correctly (Interface with concrete implementations of the rules)
- (+) Code works correctly
- (-) Unnecessary complicated code => no need to check if the score is greater than maxScore - it is better to put the check for maxScore in dealer class isDealerWinner
- (-) No need to pass a dealer as object to the functions - pass a player object instead (has enough functionality and otherwise gives just possibility for unallowed calls in dealer)

Observer-Implementation

- (-) Is not implemented

Remove-Duplicate-Card-Code

- (-) Code duplication is still there in InternationalGameStrategy and AmericanGameStrategy, an abstract class would solve that problem. (Private method in dealer does not)

Remove-Bad-Dependency

- (-) The bad dependency from the controller to the view is still there. Since when we change the view for example to another language the letter for saying “play” could be another than “p”. Put the low level input completely in the view but keep only the flow in the controller. (e.g. return an event for the pressed button -> then the controller is not dependent on the actual view input, just knows that the user wants to play)

Our point of view

You did a good job in the overall start but need to improve some minor things as well as implement the observer-pattern then you will pass grade 2.