Workshop 3 – Design Using Patterns. Peer review for Grade 2.

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Q: Try to compile/use the source code provided. Can you get it up and running? Is anything problematic?
A: I could compile and use the source code. Everything was clear and easy to understand. The only small delay was the fact that I have used C# throughout the course and only at the end had to install JAVA to review two last workshops. (Note to management of the course to possibly structure the ones with C# and JAVA separately).

Q: Test the runnable version of the application in a realistic way. Note any problems/bugs.
A: Application was running fine and no errors or problems arose. I could play with your application and am sure that if it would have UI attached to it I would spend quite some time on it.

Q: Does the implementation and diagrams conform (do they show the same thing)? Are there any missing relations? Relations in the wrong direction?
A: Both the implementation and diagrams conform. No relations seem to be missing or facing wrong direction.

Q: Is the dependency between controller and view handled? How? Good? Bad?
A: Yes. I believe that dependency between controller and view is handled well.

Q: Is the Strategy Pattern used correctly for the rule variant Soft17?
A: Strategy pattern for rule Soft17 is used correctly.

Q: Is the Strategy Pattern used correctly for the variations of who wins the game?
A: Same goes for this question (statement). Strategy pattern is implemented and used correctly.

Q: 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?
A: Duplicate code is removed from everywhere and put in correct places.

Q: Is the Observer Pattern correctly implemented?
A: Yes, Observer Pattern indeed is correctly implemented.

Q: Is the class diagram updated to reflect the changes?
A: As mentioned before, class diagram reflects changes to source code and is well made.

Q: Do you think the design/implementation has passed the grade 2 criteria?
A: In my opinion this team has passed the grade 2 criteria and possibly exceeded it. Quite sure you are aiming for better that grade 2 criteria in next submission.

References

1.   Tutorial Point, UML tutorial, http://www.tutorialspoint.com/uml/uml_basic_notations.htm
2.   Larman C. Applying UML and Patterns 3rd edition, ISBN: 0-13-148906-2
3.   Scott W. Ambler, UML 2 Class Diagrams, 2009, http://www.agilemodeling.com/style/classDiagram.htm