

# WS\_3\_G\_2 Peer Review

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To: Paulius Zukas-pz222as

- I did not compile the program and I could not run it since I have any IDE for C#.
- Regarding the class diagram, the association between the PlayGame and Game class should be theGame and not Game.
- There should be dependency from PlayGame to IView and Game, not association because you have arguments inside the controller.
- The dependency between the controller and the view has been handled by adding a new class "MenuValue" that uses enum method to solve this problem. This way of handling such a problem added a new class to the structure, and that means more relations such as the dependency between the PlayGame and the new class. Simply you can add enumeration inside the IView interface and let the class SimpleView use it.
- The Strategy Pattern from Soft17 is good but I think the calculation inside the Soft17HitStrategy can be simplified.
- Strategy Pattern used for who win the game is ok but the name of classes is confusing.
- The duplication has been removed successfully and the class that has all the information is the Dealer. All the interfaces have been modified
- The observer Pattern should be one interface implemented by the controller and the addSubscriber method should be inside the class that has all the information needed which is, in our case, is the Game class, not the player. Please read more about the Observer Pattern in the book [1, p 630].
- The class diagram is reflecting the changes.
- It will pass the grade 2 criteria after fixing the above issue and especially the Observer pattern.

GOOD LUCK...

## References:

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