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. No problems rose and I could even play around a bit with 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: There are some small mishaps. For example, Dealer in source code implements Player. However, this relation is not displayed in class diagram.

Q: Is the dependency between controller and view handled? How? Good? Bad?
A: Yes. I can confirm that dependency between controller and view is handled well. You use enumeration for different actions independently from views decisions.

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 place. This is done by implementing new strategy to deal cards.

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: Some issues were mentioned before are worth taking into consideration. However, I believe that the updates made do reflect the changes in source code.

Q: Do you think the design/implementation has passed the grade 2 criteria?
A: Workshop had minor flaws (as mentioned above in Class Diagram), but I believe that this team has passed the grade 2 criteria.

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