Object Oriented Analysis and Design

*Workshop3: Design Using Patterns*

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Peer View for Roy Nilsson(rn222cx)’s team

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

I can get it up and running. No problem occurred.

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

The implementation and diagrams show the same thing. No missing relations. No relations in the wrong direction.

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

I don’t find any problems here. I think it is handled well.

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

Yes, it used correctly.

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

Yes, the Strategy Pattern used correctly.

**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?**

The duplicated code is not removed from AmericanNewGameStrategy and InternationalNewGameStrategy.

**Is the Observer Pattern correctly implemented?**

Yes, it is an Observer Pattern. But there is a problem. From the requirement of workshop3, “the pausing code should be in the user interface (view or controller) and not in the model”. [1]

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

Yes, the class diagram is perfect.

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

Yes, if the problem fixed as above.

Bibliography

1. <https://coursepress.lnu.se/kurs/objektorienterad-analys-och-design-med-uml/workshops-2/workshop-3-design-using-patterns/>