Workshop 3 peer review for Jovydas, Mantas, Jean-Pierre

Found problems

1. Model's player is printing out 'hello list world' on console, which is violation of model-view separation.
2. Player's hands are shown even if the game has not been initialised.
3. Dependency between controller and view is not resolved.
4. Duplication of code 'get card' from deck, and show (true) and deal card has not been refactored.
5. Pausing two seconds are performed inside the model, which is again violating the model-view separation.
6. Soft17Strategy class is changing visibility of the card, which is totally unnecessary due to duplication of the operations in stand method of the dealer class.
7. Variable rules for determining the winner is not implemented in the programme; it only has a separate class named so, and is used nowhere neither inside dealer nor game. Besides, It is not understood the intention for placement of the win rule in 'Game' class which is not used.
8. Stand method of the dealer is taking two cards from the deck, which removes two cards from the deck and the other card is not used.

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

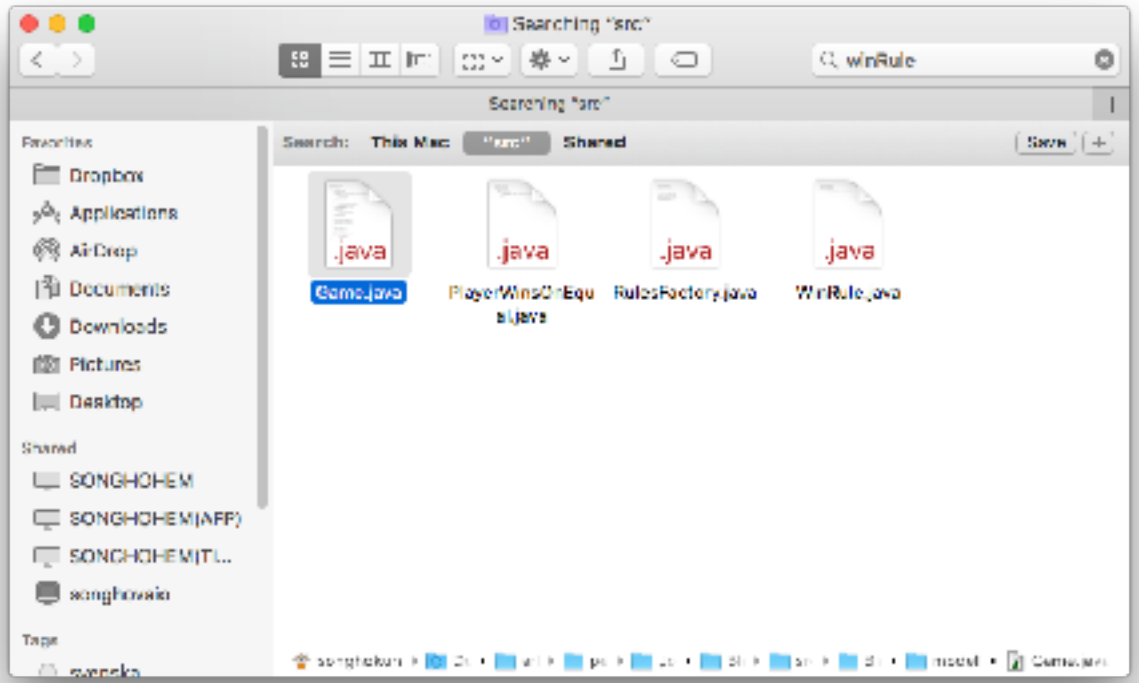
It is not handled.

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

No. We believe that either soft-17 strategy or basic hit strategy should be returned inside 'get hit rule' method of rules factory class, because dealer class is using get hit rule method to get the current rule for hitting. In their approach, switching from basic hit to soft 17 requires changing of the dealer class, and this makes whole implementing this rules factory class pointless, because rules factory is introduced to minimise change of dealer or other model part.

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

No. It is not implemented in other model part at all. It only exists in these three classes which makes player wins on equal class and make it realise the interface, win rule class, despite it is used no where even inside the Game class.



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?

There are many code duplications. For example, Hit method inside the soft 17 strategy does not need to change the visibility of the card because it should be always done inside the stand method of the dealer. Besides, even stand method of the dealer has code duplications which is performing exactly same thing twice. Besides, refactoring of dealing card to player and dealer has not done; at least they seemed to try to avoid using ‘get card’ from deck and ‘change visibility’ by creating a method *‘get visible card’*, however it is not called in new game strategy and so on. It could have been handled in a better way.

Is the Observer Pattern correctly implemented?

Yes[1].

Is the class diagram updated to reflect the changes?

Somewhat yes and no. So far, the class diagram applied changes of observer which showed realisation of the Observer from the controller. However, the dependency relations are missing from player class. Note that player has the array of the Observer's in its list. Besides their programme is using deck class both from the American new game and International new game, yet, dependency relation is not shown.

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

No.
First, It has not implemented variable rules for who wins the game in model class, but just creating a class which does not have any associations with the rest of the model. Second, duplication of the getting card from the deck is not resolved. Third, removing

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References

1. Microsoft Developer Network,Observer, 2016-11-01, https://msdn.microsoft.com/en-us/library/ff649896.aspx