PeerReview of Robin Karlsson rk222ev
By Sebastian Svensson ss222tb

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

Sadly I could not, I am not famialiar that well with java and couldnt figure it out, this problem is on me though.

Test the runnable version of the application in a realistic way. Note any problems/bugs.

Same as above.

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

As far as I can see everything is in order.

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

The dependency has been fixed in a good way with enums.

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

Yes the strategy pattern has been used correctly "Define each algorithm/Policy/Strategy in a separate class, with a common interface."[447p].

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

Yes the strategy pattern is once again used correctly.[447p]

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 duplicate code has been moved to the hit(Player, Boolean) method which removes the duplicate code.

Is the Observer Pattern correctly implemented?

The observer pattern is implemented correctly.[463p]

Is the class diagram updated to reflect the changes?

Yes the diagram has been updated and reflects the new changes that has been made.

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

Yes, I think it has passed since I personaly cant find anything wrong.

Refrences:

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