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# Peer Review, Workshop 3

**Group:** Tobias Nilsson (tn222gf)
**Link:** https://github.com/tn222gf/1DV607/tree/master/ws3

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

There were no problems compiling and running the application. All requirements are implemented.

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

Correct relationship with Realization between PlayGame and ICardDealtObserverReference.

Correct relationship with an association between Player and ICardDealtObserverReference.

Correct relationship with Realization between DealerWinsWhenEqualStrategy and IWinDeciderStrategy. Note that there are two boxes with the same name "DealerWinsWhenEqualStrategy". One box should say "PlayerWinsWhenEqualStrategy".

Correct relationship with Realization between SoftSevenTeenHitStrategy and IHitStrategy.

The relationship to an abstract class should be Generalization according to Larman [1, page 260]. Check the arrows to AbstractGetAndDealCar.

Correct relationship with Generalization between Dealer and Player.

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

Looks ok.

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

Looks ok.


### 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 duplication has been removed by adding the abstract class AbstractGetAndDealCar. This method could also have been added in the Dealer class, which is the class that knows about cards and the deck.


### Is the Observer Pattern correctly implemented?

Looks ok.


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

Yes.


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