Peer Review on feiyu xiong's workshop 3

Together with the source code an exe file was provided, which worked and perfectly presented the program. In the map which was given by a link were very unorganized with files, what I suppose, should not be there.

I tested the program and my perception is that the program is working fine, and I could not find any notably bugs.

When comparing the implementation and diagrams, I can't find anything wrong. The relations in the class diagram match the implementations, which is a good job. The implementation of the stand method for the dealer is correctly done according to the sequence diagram.

The dependency between controller and the view is handled in my opinion good. The controller has an association to the view and the view has not any dependency to the controller.

A strategy pattern is used correctly for the rule and variations of who wins the game, they implement their interface and are used/created in the rule factory. One thing that I discovered was that in the "Soft17" rule the dealer could hit two times if only one ace and the score 17 is again. There are no control if the rule already was applied.

The code which was used when dealing a card and duplicated in many classes is now implemented as a method in the class Dealer, which is the information expert [Ch 17.11]. I think this is a good solution which removes some dependencies.

An Observer pattern is implemented and used correctly. The player implements an interface which adds the method for adding subscribers to a list and a method which notifies all subscribers.

This design and implementation covers all the requirements for grade 2 and is done in a good way. I think the workshop has passed the grade 2 criteria.

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