Look at the models, implementation and any accompanying documentation. Try to have an open mind and focus on trying to understand the materials as it is presented.

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

Problem I have right now is that I cannot go into Java, I am required to download a program to run the application in code, so instead I read the code line.

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

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

Yes it confirms the association and relationship correct, the missing part is the observer pattern, which I can't see on the Class diagram.

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

Is the Strategy Pattern used correctly for the rule variant Soft17? No indication about implement of soft17.

Is the Strategy Pattern used correctly for the variations of who wins the game? Highly difficult to read //no reference to the winRuleFactory. No indication to the WinrulesFactory//.

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?

Removed the duplication and Interface is updated and reflected the class diagram change.

Is the Observer Pattern correctly implemented?

I see no Observer Pattern, Point it out for me hard to read your class diagram.

Is the class diagram updated to reflect the changes? Yes, it is updated by the law of Java.

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

I'm not so sure, because I'm used to the Class diagram made by the teacher with good indication on who is associate with whom, and I wonder why I have to review someone who aren't writing same language as me.// code in Java instead of C#??