

Instruction

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?

The application launches fine, the observer pattern however, does not work.

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

As documented above, the observer pattern doesn't work, other than that it seems fine.

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

All relations seems to be fine, no relations pointing the wrong ways or missing. Everything that's supposed to be there seems to be in place.

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

there is one dependancy between view and controller, it's an Dependency to Menuvalue which is a Enum used to decide what move is going to be made, We still feel this is a relativy good way of handling the dependancy.

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

It appears it's not, from what we can see the soft 17 rule does not work.

we did use a piece of testcode to test soft 17 in suffle method in deck. and it did not work.

here is the testcode:

```
private void Shuffle()
{
    m_cards.RemoveRange(0, 3);
    m_cards.RemoveRange(3, 6);
    m_cards.RemoveRange(4, 12);

    /*Random rnd = new Random();

    for (int i = 0; i < 1017; i++)
    {
        int index = rnd.Next() % m_cards.Count;
        Card c = m_cards.ElementAt(index);
        m_cards.RemoveAt(index);
        m_cards.Add(c);
    }*/
}
```

Is the Strategy Pattern used correctly for the variations of who wins the game?
yes it is.

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?

We find the function on line 82 in Dealer, but it's not used in AmericanGameStrategy and International. might just have been a small oversight and forgotten to add. early fixed.

Is the Observer Pattern correctly implemented?
It's implemented but it doesn't work. It's supposed to loop but it does only run once.

Is the class diagram updated to reflect the changes?
Yes.

Do you think the design/implementation has passed the grade 2 criteria?
If observer and soft 17 is fixed, aswell as you use the card function in american dealer and International.