

Compile and run

Check, no problems

Running the program

Check, no problems. No delays between new cards but otherwise OK

Class diagram compliance with code

PlayGame has dependencies to IView and Game when in fact they have associations. Otherwise it reflects the implementation.

Controller vs view

Check, done using enum constants.

Strategy pattern

The soft17 strategy is put in a separate class as specified in 1*Larman .26.1.
The strategy pattern is in general correctly implemented.

Duplicate code

Redundant code replaced with a method in one class where it belongs and according to Information Expert pattern, 1*Larman 17.11.

Observer pattern

The observer pattern in itself is implemented and the class diagram is updated but it is not called using the registered clients.

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

Sure, just update the class diagram mentioned above and start using the observer subscriber list in Dealer class.

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References

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