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

The program compiles and runs without any problems.

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

The application runs well; however, the pause when a card is dealt is a little too long (3 seconds). A shorter pause would make the game more exciting to play.

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

Yes, they conform.

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

Yes, by using an enum in the view instead of a char, which is a good way of handling it. This supports low coupling between the controller and the view, which is desirable as high coupling could cause “[f]orced local changes because of changes in related classes” [1, p. 444], i.e. having to change the code of the controller because the view was change.

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

Yes, the pattern is used correctly. However, it appears that the implementation has a bug: it only checks if the dealer has an Ace, not that the other cards in the hand equal 6. That means that if the dealer has an Ace + 16 (e.g. Ten, Six, Ace), the dealer will hit when it should not.

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

Yes.

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?

It is removed from the INewGameStrategy implementations and the interface is updated to reflect the change. However, the methods Hit() and Stand() in the Dealer class also contain this duplicate code and could be refactored to use the new DealCardToPlayer method.

Is the Observer Pattern correctly implemented?

Yes.

Is the class diagram updated to reflect the changes?

Yes.

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

Yes, certainly. The problems I point out above are minor and overall the work is very good.

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