

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

Compiled and ran Ok.

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

No compiled code provided. Had to install JDK and compile on our own.

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

Looks good.

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

Good. Same as us. Controller asks View for input and View returns a ViewInput action which the controller can handle.

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

The pattern is correctly implemented and the rule logic is contained within that specific rule.

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

Yes, the additional strategies works as intended. However depending on your view in terms of to what extend new win strategies should be possible to implement, and therefore your view on correct implementation of Strategy Pattern, you could argue that the below additional logic for determining the winner should also be in a specific rule variations or a helper function:

```
if (a_player.CalcScore() > g_maxScore) {
```

```
    return true;
```

```
} else if (CalcScore() > g_maxScore) {
```

```
    return false;
```

```
}
```

This makes it impossible to implement a win rule saying that fx dealer wins even if he gets 22. (without alternating the above an affecting all the other rules).

**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?**

Refactored into function DealCard in player. Unfortunately this adds a extra dependency between Player and Deck which could have been avoided if the function was added to Dealer instead.

**Is the Observer Pattern correctly implemented?**

Yes.

**Is the class diagram updated to reflect the changes?**

Looks good.

**Other comments:**

Some commented out code in Dealer

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

Yes.