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

The code compiles without any problems.

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

The way the application works does not conform to the specification in the workshop description: “When the event is handled the user interface should be redrawn to show the new hand (with the new card) and the game should be briefly paused” [1]. Instead, the game pauses while cards are being dealt and only shows the new cards after every card has been dealt. This should be fixed in order to be in line with the specifications of the assignment.

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

Yes. However, m_subscribers should probably show multiplicity since it is an array [2, p. 250].

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

Yes, it is handled. However, the method used is a little messy, with four new boolean methods. An alternative idea for implementation, which would make for cleaner code, would be to use an enum.

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

The pattern is used correctly but the implementation is not. The implementation simply raises the hit limit to 18 rather than check whether the dealer has 17 with a combination of Ace and six.

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?

Yes and yes.

Is the Observer Pattern correctly implemented?

Yes. However, see above regarding a problem with the implementation of the pauses.

Is the class diagram updated to reflect the changes?

Yes.

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

The problems with the pausing implementation and the Soft17 implementation should be fixed first in order to conform to the grading criteria. If those are fixed, I see no reason why this work should not pass.

[1] https://coursepress.lnu.se/kurs/objektorienterad-analys-och-design-med-uml/workshops-2/workshop-3-design-using-patterns/

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