**Problems/bugs.**

When trying to compile the solution, I got the following errors:

*“Error 1 Source file 'model\DealerObserver.cs' could not be found [..]”*

*“Error 2 Source file 'model\rules\IHowIsWinnerStrategy.cs' could not be found [..]”*

Since something seems to have gone wrong, I was unfortunately unable to test the application for bugs.

**Dependencies**

I was, however able to analyze the source code, with the exception of the class *DealerObserver* and the interface *IHowIsWinnerStratergy*. Firstly, the dependency between the controller and the view has been eliminated, by using an enumerable of menu items. However, I am unsure why the enum is implemented in its own class, which furthermore is static – which I think was to be avoided. Personally, I chose to put the Enum in the same file as the interface *IView*, although not as a part of the interface, as types cannot be declared within it.

**Rule Variations**

Since I was unable to compile, I was unable to test the strategy pattern for the soft 17 rule, however it looks as though it should work, as well as the variation for who wins the game, and the strategy pattern seems to be implemented correctly.

**Refactoring/ Duplicate code**

I was unable to find any duplicate code, as the refactoring has removed such code, with evident trails of where the code has been updated, by leaving code commented out. Was this perhaps a conscious decision?

**Class Diagram**

The class diagram looks to be correct in terms of UML notation, it is clear what classes have an association to which, and looks to reflect the changes in the application. The arrows seem to be in the right direction.

**Pass/Fail**

I have concluded that the design and implementation has passed the grade 2 criteria.