

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

The code compiles and we can play.

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

It works but it doesn't pause on dealing cards, instead breaks the row many times. Not really a bug but it's a missing feature I guess.

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

It seems to be correct if you can use a folder (the rules package) in the diagram.

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

Yes, by using enum instead of strings or ints.

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

Yes. Though it looks like the dealer will always hit if it has 17 and one of the cards is an ace even if it's a hard 17.

**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?**

The duplicated code is removed and the interfaces are updated.

**Is the Observer Pattern correctly implemented?**

Yes though it doesn't add a pause for some reason. Instead it adds a bunch of line breaks. Not really a huge deal but it was part of the assignment.

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

Yes

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

Yes absolutely.