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

The application does not build. “PlayerWinsStrategy” inherits from “IWhoWinsRule” yet it does not use the “IsDealerWinner”-method. It tries to use a “IsPlayerWinner” that does not exist. If we change it to “IsDealerWinner” the code compiles but the logic is probably wrong.

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

The playerwinstrategy does not work. Otherwise we found no bugs.

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

A few missing relations from RulesFactory to PlayerWinsStrategy and BasicHitStrategy. But this could be because those strategies are not in use right now.

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

It has been handled good with enum.

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

From what we can tell yes.

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

The dealerwinsstragegy works but the playerwinsstrategy does not because it tries to call the undefined method IsPlayerWinner. If we swap that to IsDealerWinner the code compiles but the dealer wins when its supposed to lose.

We’d suggest you just change the logic in the PlayerWinsStrategy class so that it checks if dealer wins and returns false if it does and true if it doesn’t.

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 moved to a method in dealer and the interface is changed to match this.

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?

If you change the playerwinsstrategy so the code compiles and the logic is correct we believe that it will pass grade 2.

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