

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

Just needed to set the project as StartUp project, then it worked fine.

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

None that i can see.

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

There is 2 DealerWinsOnEqualScore and i do believe the dependency to RulesFactory from WinsOnEqual score should be turned around.

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

Yes, it's implemented with use of matching enumerations.

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

Yes.

"Larman states[1,p447]Define each algorithm/policy/strategy in a seperate class, with a common interface[2]"

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

Yes.

7. 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.

8. Is the Observer Pattern correctly implemented?

Yes.

"Larman states[1,p465]"Define a "subscriber" or "listener" interface. Subscribers implement this interface. The publisher can dynamically register subscribers who are interested in an event and notify them when an event occurs."[2]"

9. Is the class diagram updated to reflect the changes?

Yes, altho changes to the diagram must be made for it to match.

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

Yes i do.

References

Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0-13-148906-2