

<https://github.com/larswww/BlackJack/releases/tag/1.0>

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

The project builds fine and runs fine.

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

No bugs or problems noted.

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

It's a good diagram and it seems to be up to date with the code.

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

Looks good.

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

Yes, the strategy pattern is used correctly also for the variations.

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

Yes, the strategy pattern is used correctly also for the variations.

**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?**

I think it looks good, duplicate code removed and interfaces updated.

**Is the Observer Pattern correctly implemented?**

Yes I think the observer pattern is implemented ok.

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

Yes

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

Yes, it passed the grade 2 criteria.

# References

1. Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 0131489062