

Instruction

Look at the models, implementation and any accompanying documentation. Try to have an open mind and focus on trying to understand the materials as it is presented.

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

Program started fine, no bugs on startup program ran fine.

Test the runnable version of the application in a realistic way. Note any problems/bugs.
No bugs found while running the application, the application ran fine.

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

The diagram does reflect the program, the relations seems to be in the right directions, aswell as no relations are missing.

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

there is one dependancy between view and controller, it's an Dependancy to Menuvalue which is a Enum used to decide what move is going to be made, We still feel this is a relativy good way of handling the dependancy.

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

Yes, it seems to be implemented in the correct way. no feedback worth mentioning.

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

Yes same as above, the pattern is used correctly.

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 the code is moved to DealCard() and the interfaces reflects this change

Is the Observer Pattern correctly implemented?

Yes, it does follow observer pattern correctly.

Is the class diagram updated to reflect the changes?

yes.

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

yes.