

Markus <https://github.com/MarkusGirdland/BlackJack> [markus.girdland@gmail.com](mailto:markus.girdland@gmail.com)

## 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?

**Det fungerade bra. Inga problem med att kompilera koden eller köra programmet.**

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

**Ja, vad jag kunde se så stämde dom överens. Inga fel i själva diagrammet med relationer.**

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

**Det var inte löst.**

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

**Jag såg att det var påbörjat men inte riktig slut fört.**

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

**Jag såg inga problem i detta!**

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?

**Jag kunde se den bubblerade koden i så jobbet på det var inte riktigt slutfört.**

Is the Observer Pattern correctly implemented?

Jag kunde se att det hade jobbts på. Men det fungerade inte som det skulle.

Is the class diagram updated to reflect the changes?

Ja, klass diagramet var updaterat.

Do you think the design/implementation has passed the grade 3 criteria?

Nje, inte riktigt. Vissa krav som ställts var inte uppfyllda. Det som hade gjorts såg bra ut och jag ser inga problem som skulle påverka slut arbetet. Behövs lite mer tid skulle jag tro.