

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

Is anything problematic?

The program doesn't come with any instructions. The README.md contains nothing but the heading. No compiled code, neither of us has JDK to compile it for testing.

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

No executable version available.

Does the implementation and diagrams conform (do they show the same thing)?

The class diagram is yet to be finished (see following point specifically about the class diagram).

Is the class diagram updated to reflect the changes?

Yes, but it's not finished as made clear by its filename. It's missing all of the model implementation. The views and the controller seem correct.

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

No, string dependency is still there.

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

The strategy pattern is used correctly. The rule however is somewhat incorrectly implemented. It does not distinguish between soft and hard 17 (ace might be calculated as 1 and it still returns true).

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

TieStrategy is there but never used, there should be 2 strategies, one weighted towards player winning and one for dealer? this should be interchangeable in rules factory like the others.

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.

Is the Observer Pattern correctly implemented?

We don't know Java, but the code seems to lack both a publisher and subscribers. We can also not find an Observer interface.

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

The class diagram needs to be completed and observer pattern implemented, the string dependency between view and controller should also be removed.