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

Yes, we can get it running.

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

There is too much delay between the cards, gets boring to play. Also the instructions to play is written in Swedish, it should be in English.

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

Yes, the diagram is from what we can see updated correctly.

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

No, the dealer continues to draw cards when soft17 is no longer. For example in the picture below, the dealer gets a soft17, the hits again and gets a "hard/normal" seventeen, which means the dealer shouldn't draw the last card "five of hearts". This is due to you only check if the score is seventeen and one of the cards is an Ace. You must also check that the remaining cards doesn't exceed a total value of 6.

For example:

King + 6 + Ace = NOT soft17.

2 + 2 + 2 + Ace = soft17.

```
Croupier har:
ruter tre
klöver ess
hjärter tre
ruter kung
hjärter fem
Poäng: 22

Spelare har:
hjärter tio
spader två
Poäng: 12

Slut:
Du vann!
Skriv s för att spela, n för nytt kort, t för att stanna och a för att avsluta
```

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

Yes.

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.

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

Yes, fix the soft17 and you´re good.