

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.

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