

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

There was no problem to get it up and running.

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

Implementation and diagrams show the same thing, easy to get good overview of the application.

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

The implementation to solve the dependencies is good but there are some minor things that need to be fixed. Let's say you change the letter for playing the game from "p" to "o" then you would have to make changes in controller and the view. Because the view will print out "Type 'p' to Play". What if you would use a character that is not supported on all keyboards? For example swedish characters. Then your code would break when using english version cause your code commands are in the view. The best would be to move all input commands from controller to view. Larman stages on page 444 that too many dependencies make the code harder to reuse. In this case view can not be reused that easily.

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

Yes the strategy pattern is used correctly and desired pattern can be changed in the RulesFactory class. According to journaldev strategy pattern is used for to have multiple algorithms for specific tasks.

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

Same here strategy 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?

No duplicated code can be found.

Is the Observer Pattern correctly implemented?

Yes the observer pattern works well, According to oodesign to have a good design means to decouple as much as possible and to reduce the dependencies. I believe this is true about the project.

Is the class diagram updated to reflect the changes?

Yes but view and controller need to be updated as mentioned earlier.

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

Yes it's very well made and after the minor problem I mentioned earlier it should have passed grade 2.

Referenser

Larman C., Applying UML and Patterns 3rd Ed, 2005, ISBN: 9780131489066
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<http://www.journaldev.com/1754/strategy-design-pattern-in-java-example-tutorial>

<http://www.oodeesign.com/observer-pattern.html>