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

Yes, the program runs, nothing problematic.

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

We could not find any bugs.

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

We could not find any diagrams.

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

No, the dependency is still there, nothing has been done about it.

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

Yes, strategy pattern is used correctly [1, p447]. We can easily change the rules in RulesFactory. But we don’t think that the Soft17 is implemented in the right way. You don’t check if the Ace is valued as 11 or 1.

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

Yes, it is implemented correctly [1, p447], but the method is not used anywhere, so we can’t test if it works.

**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 it is not removed.

**Is the Observer Pattern correctly implemented?**

No, a class is created but it has no content.

**Is the class diagram updated to reflect the changes?**

No, there are no class diagrams.

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

We don’t think that this passed for grade 2 as there are a lot of things missing.