

## Changes

- Implemented Game::Stand
- Removed System.out.print from Player Constructor
- Removed commented print stuff from Dealer Constructor
- Removed hidden dependency (q for quit, p for play.....) by adding a PlayerState Enum
- Added a new HitStrategy (Soft17)
- Renamed Classes to try to follow Java convention. I.e. IHitStrategy → HitStrategy
- Added Interface WinnerRuleStrategy and two classes that implements the interface.  
I also changes so dealer use this strategy instead of local method. Also added the above to the RulesFactory.
- Removed code duplication in Dealer.hit(), Dealer.stand(), StartNewGameStrategy.newGame(), AmericanNewGameStrategy.newGame(). Did this by adding new function in the Dealer, Dealer.dealCard.
- Removed Deck in the arguments of NewGameStrategy.newGame(), to lower the coupling.
- Controller changes:
  - Made constructor with Game and View, and moved the arguments there instead of in play method.
  - Controller now has dependency to Game and View
  - Made it implement CardIsDealtObserver interface.
  - Moved out the call view to display part of the controller to an separate method which is called both at startup and then for each dealt card.
- Made an CardDealtObserver class, the dealer has a list of subscribers which implements the CardDealtObserver, at this moment only PlayGame does that.

## Class diagram

Some dependency relations has been removed from class view since giving to much clutter, a list on removed dependencies can be seen here.

Card:

Card has enumeration classes of Color and Value which is not drawn in class diagram

Dealer:

Could be said that dealer has dependency to Player as well as the inheritance

HitStrategy:

has dependency to Player.

Soft17HitStrategy:

has dependency to Card.

NewGameStrategy:

has dependency to Player and Dealer.

WinnerRuleStrategy:

has dependency to Player and Dealer.

## Executable:

To run the .jar file you have to navigate to the folder in a console application. Then use command:

“java -jar BlackJack.jar”