(b) history, D payoff is like this,

1 \ 2	C	D
C	$6+\delta V_D$, $6+\delta V_D$	$2+\delta V_D$, $8+\delta V_D$ ✓
D	$8+\delta V_D$ ✓, $2+\delta V_D$	$4+\delta V_D$ ✓, $4+\delta V_D$ ✓

in this case, already pick (D,D) without any condition in δ.

So, this could be pass single deviation test.

(c) So, Finally this grim & trigger strategy ~~is~~
could be stay in (C,C) when $\frac{1}{2} \leq \delta < 1$.

And this could be pass single deviation test because ~~they~~
both players do not have incentive to chose D
because C is more beneficial.

So, these strategies could pass sigle deviation test.