CSC207H CODE REVIEW CHECKLIST

This document contains a code review checklist. These are a subset of the items found on checklists posted on the web; they also happen to be the kinds of things that TAs look for in every course that involves coding.

All criticism must be constructive. Don't be rude; don't insult; don't be sarcastic. The point isn't to complain, it is to improve the code.

Style	e
	Are the variable, method, class, and package names named according to the standard Java rules?
	Are variable, method, and class names descriptive and meaningful?
	Are class names noun phrases?
	Are method names verb phrases?
	Are abbreviations avoided in instance and static variable names and in method names?
	Has the Eclipse Format command been used?
	Are chunks of code separated by blank lines to make them easy to identify?
Doc	umentation
	Does every class, method, and instance variable — whether private or not! — have a Javadoc comment (starting with /**) that is written in clear language?
	Do methods have @param and @return tags?
	Can you write a call on each method based on <i>only</i> its Javadoc information? (If not, it needs to be rewritten.)
	Does the documentation match the code? (If not, which is incorrect?)
	Are there subsections of code that you don't understand? (If so, there needs to be more internal commenting, or refactoring to make the code cleaner.)
	Are comments written for other experienced programmers?
	Are there too many internal comments?
Desi	${f gn}$
	Are classes and functions small and focus on doing only one thing?
	Is there duplicate code?
	Are all instance variables private?
	Are boolean expressions clean and easy to read? (And don't compare to true or false?)
	Are any method bodies (from the opening brace to the closing one) longer than about 20 lines?
	Are there test cases for each public method?
	Are any getter methods giving unnecessary access to mutable instance or static data? (For example, a method that returns a List instance variable allows anyone to modify that list.)
	Are there methods that are not used?
	Is there a simpler, clearer design?