

Politecnico di Milano

Scuola di Ingegneria Industriale e dell'Informazione

M.Sc. in Computer Science and Engineering

GlassFish Server

Code Inspection

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Abstract

This document is the Code Inspection.

1 Assigned Classes

2 Functional Role of Classes

3 List of Issues

3.1 preInvokeNoTx

Naming Convention

- 1. Name meaningfulness:
- 2. One char for loops:
- 3. Classes are nouns in camelCase:
- 4. Interfaces are nouns in camelCase:
- 5. Methods are verbs in camelCase:
- 6. Class variables in camelCase (may be preceded by "_"):
- 7. Constants all UPPERCASE (with words separated by "_"):

Indention

- 8. Three or four spaces:
- 9. *No tabs*:

Braces

- 10. Consistent bracing style:
- 11. Single statements sorrounded by curly braces:

File Organizaion

- 12. Blank lines and optional comments to separate sections:
- 13. Line length j = 80 characters (when practical):
- 14. If it must exceed 80 characters, then they are i = 120:

Wrapping Lines

- 15. Line breaks after comma or operator:
- 16. Higher-level breaks are used:
- 17. New statements aligned with same level expressions:

Comments

- 18. Comments adequately explain the purpose of the code:
- 19. Commented code has reason to exist and contains date:

Java Source Files

- 20. Each java source file contains only one public class or interface:
- 21. The public class is the first class or interface in the file:
- 22. External program interfaces are implemented consistently w.r.t. the javadoc:
- 23. Javadoc is complete:

Package and Import Statements

24. If any package statements are needed, they should be the first non-comment statements:

Class and Interface Declarations

- 25. Class or interface follows the declaration template:
 - (a) Class/interface documentation comment
 - (b) Class/interface statement
 - (c) Class/interface implementation comment, if necessary
 - (d) Class (static) variables
 - i. first *public* class variables
 - ii. next protected class variables
 - iii. next package level (no access modifier)
 - iv. last private class variables
 - (e) Instance variables
 - i. first *public* class variables
 - ii. next protected class variables
 - iii. next package level (no access modifier)
 - iv. last private class variables
 - (f) Constructors
 - (g) Methods

•

- 26. Methods grouped by functionality:
- 27. Code is freee of duplicates, long methods, big classes, breaking encapsulation, also, coupling and cohesion are adequate:

Initialization and Declarations

- 28. Correct type of variables and class members (right visibility):
- 29. Variables are declared in the proper scope:
- 30. Constructors are called when a new object is desired:
- 31. All object references are initialized before use:
- 32. Variables are initialized where they are declared, unless dependent upon a computation:
- 33. Declarations appear at the beginning of blocks:

Method Calls

- 34. Parameters are presented in the correct order:
- 35. Correct method is being called:
- 36. Method returned variables are used properly:

Arrays

- 37. Required array elements are accessed through the index:
- 38. Indexes have been prevented from going out-of-bounds:
- 39. Constructors are called when a new array item is desired:

Object Comparison

40. All objects are compared with "equals":

Output Format

- 41. Displayed output is free of spelling and grammatical errors:
- 42. Error messages are comprehensive and provide guidance as to how to correct the problem:
- 43. Output is formatted correctly in terms of line stepping and spacing:

Computation, Comparisons and Assignments

- 44. Implementation avoids "brutish programming" 1:
- 45. Order of computation/evaluation, operator precedence and parenthesizing:
- 46. Liberal use of parenthesis is used to avoid operator precedence problems.:
- 47. All denominators of a division are prevented from being zero:
- 48. Integer arithmetic, especially division, are used appropriately to avoid causing unexpected truncation/rounding:
- 49. Comparison and Boolean operators are correct:
- 50. Throw-catch expressions, and their error condition is actually legitimate:
- 51. Code is free of any implicit type conversions:

Exceptions

- 52. Relevant exceptions are caught:
- 53. Appropriate action are taken for each catch block:

Flow of control

- 54. In a switch statement, all cases are addressed by break or return:
- 55. All switch statements have a default branch:
- 56. All loops are correctly formed, with the appropriate initialization, increment and termination expressions:

Files

- 57. All files are properly declared and opened:
- 58. All files are closed properly, even in the case of an error:
- 59. EOF conditions are detected and handled correctly:
- 60. All file exceptions are caught and dealt with accordingly:

¹See http://users.csc.calpoly.edu/~jdalbey/SWE/CodeSmells/bonehead.html.

3.2 getEJBObjectStub

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Computation, Comparisons and Assignments

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4 Other Problems

Appendices