

## Team 24 – Project Part III Feedback

### OOAD

- You have an aggregation between AddHabitEvent and HabitEvent. I don't believe you need this relationship here. Maybe just a single line representing an association is fine. (The same applies to AddHabit and Habit).
- You have HabitEvent being associated with 0 or more ViewHistory. I would say that it is associated with only a single ViewHistory. We have only one screen where we can view our history of habit events – the habit events listed on the screen can be filtered but it is the same screen.
- The upward arrow throughout your UML diagram represents an “is-a” relationship. This means that the class at which the arrow is pointing to is a superclass to the class at the end of the arrow (subclass). I think you misused this notation throughout the diagram. If you wanted to show a simple association, just use plain lines between classes. (For example, it is not true that FriendsMap is-a Follow).
- Your MainActivity class has an array list of User, so the multiplicity on User should be 0 or more (and not 1). Is a User really associated with 0 or more MainActivity? I would imagine it is associated with exactly one MainActivity (for that specific user).
- Habit is associated with 0 or more ViewTodayPlan. Should this not be 1? There is only one ViewTodayPlan screen.

### Testing

- Some of your tests are for java's built-in functions for getting/setting instance variables and adding/removing from array lists. These functions normally don't need to be tested, unless you add additional logic (which you have, for some). Usually these functions are assumed to work correctly.
- You can simplify your unit tests. For example, in your UserListTest.testAddUser() method, rather than using an if-else statement to check the condition `users.hasUser(user1)`, you can simply write `assertTrue(users.hasUser(user1))`. Then if the users list has the user, the test will pass. If it does not, the test will fail.
- You are using exceptions for input validation. I think it can be done much simpler. Check out this source: <http://www.donnfelker.com/android-validation-with-edittext/> (email me if you need more help with this).

### Addressing Feedback

- You did not create issues on GitHub to track the changes to the use cases from project part 2. Next time marks will be lost. This will be the only exception since I am not sure if we discussed issue tracking.
- In your use cases, you were supposed to put the numbers of the related user stories in the related artifacts section. This makes it very difficult to search by user story number.

Your Mark

Addressing feedback: 0

OOAD: 2

Unit Testing: 0.5

Tools Practices: 0

Individual Task and Peer Review Forms: 0

**Total: 2.5 / 4**