COMPENG 2SH4 Project – Peer Evaluation [25 Marks]

Your Team Members   Reem Basiouny and Shaista Mohammed

Team Members Evaluated   Jerry wu and Yat Yin Hui

Provide your genuine and engineeringly verifiable feedback. Ungrounded claims will lead to deductions. Completing the peer code evaluation on time will earn your team a total of **25 marks**. Do not exceed 2 paragraphs per question.

Peer Code Review: OOD Quality

1. **[3 marks]** Examine the main logic in the main program loop. Can you easily interpret how the objects interact with each other in the program logic through the code? Comment on what you have observed, both positive and negative features.
   The code is easy to interprete because of the use of variable and pointer names. The correct items are placed in the right functions in the main program based on their purpose (initilaize, draw screen, etc). There is a sufficient amount of comments that aid in code readablility. The additional mathed of getElementMap aids in cleaning up the Drawscreen. The whole main function is clean and efficient.

2. **[3 marks]** Quickly summarize in point form the pros and cons of the C++ OOD approach in the project versus the C procedural design approach in PPA3.

Peer Code Review: Code Quality

1. **[3 marks]** Does the code offer sufficient comments, or deploys sufficient self-documenting coding style, to help you understand the code functionality more efficiently? If any shortcoming is observed, discuss how you would improve it.
   There are a good amount of comments, doesn't over explain anything really.
2. **[3 marks]** Does the code follow good indentation, add sensible white spaces, and deploys newline formatting for better readability? If any shortcoming is observed, discuss how you would improve it.

Peer Code Review: Quick Functional Evaluation

1. **[3 marks]** Does the Snake Game offer smooth, bug-free playing experience? Document any buggy features and use your COMPENG 2SH4 programming knowledge to propose the possible root cause and the potential debugging approaches you'd recommend the other team to deploy. (NOT a debugging report, just technical user feedback)

The left corner # does not appear… ithinkbecsauae if else statement. Doesnt have player directions.

2. **[3 marks]** Does the Snake Game cause memory leak? If yes, provide a digest of the memory profiling report and identify the possible root cause(s) of the memory leakage.

Project Reflection

Recall the unusual objPos class design with the additional Pos struct. After reviewing the other team's implementation in addition to your own, reflect on the following questions:

1. **[3 marks]** Do you think the compound object design of objPos class is sensible? Why or why not?
   Yes, it had an easy was to access x y and symbol for everything
2. **[4 marks]** If yes, discuss about an alternative objPos class design that you believe is relatively counterintuitive than the one in this project. If not, explain how you'd improve the object design. <u>You are expected to facilitate the discussion with UML diagram(s).</u>