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Code review is when a developer examines another developer's code to check for mistakes, make sure it follows good practices, and confirm it meets the project's standards. It is an important part of being a computer science professional because it improves the quality and reliability of software, helps share knowledge between team members, and reduces bugs that could appear later. Some of the best practices I learned about include reviewing small sections of code to avoid missing details, giving helpful and respectful feedback, and checking that the code is easy to read and maintain. Code reviews should happen after the developer completes a feature or task but before merging it into the main project. This is the best time because it lets the team fix issues early and keeps the main codebase stable.

For my code review, I decided to use the built-in code review tool in Visual Studio. It is convenient because it integrates directly with the development environment and allows me to leave comments and track feedback easily. To prepare, I will write an outline that covers the three main categories from the rubric: software design and engineering, algorithms and data structures, and databases. I will also use the code review checklist to make sure I do not miss anything important in my feedback. In my review, I plan to go through each category one at a time, explaining what the code does well and what can be improved, while keeping my comments clear and organized.