|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Problem Type | Major | | | Minor | | |
| Missing | Wrong | Extra | Missing | Wrong | Extra |
| LOGIC |  |  |  |  |  |  |
| BRANCH CONDITION |  |  |  |  |  |  |
| PROGRAM LANGUAGE |  |  |  |  |  |  |
| PERFORMANCE |  |  |  |  |  |  |
| CODE COMMENT |  |  |  |  |  |  |
| THREAD |  |  |  |  |  |  |
| CODE STYLE |  |  |  |  |  |  |
| TOTAL |  |  |  |  |  |  |

Checklist

LOGIC:

Does the objects method have necessary null or empty check?

Does the object comparison have correct operators?

Are method primitive type parameters modified inside the method without return statement?

Are all GUI elements with action listeners?

Is there any array access might cause index out of bounds?

PERFORMANCE:

Are all resource released after use?

Are all resource released operation surrounded by try catch block?

PROGRAM LANGUAGE:

Are all class attributes with proper Access Modifiers?

Are all get and set method of class attributes with proper Access Modifiers?

Does the classes have reasonable constructor (initialize some unnecessary variables)?

BRANCH CONDITION:

Does switch statement has default case?

THREAD:

Is a status of thread being cleared after throw a exception?

CODE COMMENT:

Are there any description for a constructor and its parameters?

Are there any description for a class?