

**Cairo University**

**Faculty of computer science and information**

**CS352 – Software Engineering II**

**Phase 1**

**2017**

**A3**

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# Review Check List

**Design and Code Checklist**

**General Review Issues**

**1. Variables, objects, and functions’ names should begin with small letters and classes’ names with capital letters.**

**2. Indentation style should be the same for all classes and functions**

**3. Accessing classes attributes directly without using setters and getters violating privacy rules.**

**4. Some functions could be divided into many smaller functions. E.g. AddGame, EditGame methods in GameController class.**

**5. MVC must be applied.**

**6. Commented code is not allowed.**

**7. Unproper line code position is confusing.**

**8. SOLID principles must be applied.**

**9. Variables’ names must be representative for their job.**

**10. Non-sense repeated lines are not allowed. It could be put in separated functions.**

**11. Non-sense lot of variables’ initialization in many functions.**

**12. Throwing file exceptions without using files.**

**13. Lack in error-handling.**

**Detailed Review Issues**

**Account Class:**

**Line 2 – 5 : Unused imports.**

**Line 8 : 13 variable naming capitalization & public attributes.**

**Line 37 : parameter name too short.**

**Line 56 : 69 commented code.**

**AccountController Class:**

**Line 7 – 9 : Public attributes.**

**Line 10, 28, 49, 54, and 99 : Function naming capitalization.**

**Line 32, and 34 : Taking input in non-boundary class.**

**Line 99 – 100 : saveInfo does nothing related to its functionality.**

**Student & Teacher Class:**

**Line 2 – 4 : Unused imports.**

**Only stores comments made by them nothing else.**

**GameController Class:**

**AddGame Function:**

**Line 18 : Variable name Categoryy should be changed as it can cause conflict.**

**Line 22 – 23 : No need for two different scanners beside that they should be closed at the end of the function.**

**Line 47 – 48 : Two assignments to the same variable with the same value.**

**Line 58 – 61 : Using mychoice to question can cause a conflict.**

**Line 64 – 76 : Choices aren't saved for the game.**

**SaveGame Function:**

**Line 85 : Function name is contradicted with the return type of the function.**

**Line 87 – 88 : No need for the two variables game and Catee as they already sent as parameters.**

**PlayGame Function:**

**Line 111 : Throwing FileNotFoundException without using files.**

**Line 116 : The user may be already logged in.**

**Line 154 – 158 : Expressions code be minimized.**

**Line 160 : Comment should be dragged to illustrate what is game type 1 & 2.**

**Line 160 – 194 : Repeated code that can be optimized in both if statements.**

**Line 175 : Else if should be used instead of another if.**

**Line 178 – 180 : There are no choices to show up.**

**Line 199 : The system out statement should show to the user what to enter**

**EditGame Function:**

**Issues about this function are in the general section above.**

**RateGame Function:**

**Line 298 : Error handling.**

**SaveScore Function:**

**Function doesn't add the score to account.**

**RemoveGame Function:**

**Line 313 : categ object isn't assigned to a specific category.**

**test class:**

**Line 14 – 22 : It could be separated function.**

**Line 22 – 23 : It doesn't make sense to make the user to register and login every single time.**

**Each if state could be separated function to remove redundancy.**

**Game Class:**

**TeacherName variable could not be declared so GameCat, they’re deduced from relations.**

**Variable HighScore could be deduced from scores Array no need to be declared. UNUSED variable.**

**Category Class:**

**Public attributes.**

**SaveGame function contradicts with SaveGame Function in GameController class as both classes do the same job.**

**myQuestion Class:**

**Issues about this function are in the general section above.**