



CS352 – Software Engineering II

Phase 1 Template

2017

Project Team

ID	Name	Email	Mobile
20140218	Mohamed Akram	Mohamed__akram@hotmail.com	01062023812
20140184	Omar Salah		
20140327	Omar Ashraf		
20140318	Youssef Mohamed		

Staff:

Dr Amr Kamel

a.kamel@fci-cu.edu.eg

Dr Khadiga Mohamed
cu.edu.eg

kelbedweihi@fci-

TA Ragia Mohamed

r.mohamed@fci-cu.edu.eg



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Code Review And Test

TAs: Eng. Mohamed Samir

Eng. Omar Khaled Ali Ragab

Eng. Ragia Mohamed

Eng. Ebtehal Yahia

Eng. Ahmed Emad

Eng. Amr Tarek

m.samir@fci-cu.edu.eg

o.khaled@fci-cu.edu.eg

r.mohamed@fci-cu.edu.eg

ebtehal.yahia@fci-cu.edu.eg

ahmed.emad@fci-cu.edu.eg

a.tarek@fci.cu.edu.eg

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Code Review And Test

Review Check List

Design and Code Checklist

Design Principles

	Check	Percentage
1- Does the design follow SOLID principles?	<u>✓</u>	80%

Issues: The code follows 4 out of 5 of the SOLID principles as the developers choose not to implement interfaces for classes thus failing [Interface segregation principle](#).

2- Does the design follow OOP rules?	<u>✓</u>	100%
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3- Is the design simple and easy to modify?	<u>✓</u>	75%
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Issues: classes such RegistrantController and StudentController have the tendency to return hard-coded integers that are handled in other functions making it hard to modify it individually without affecting the application.

Coding Standards

4- Is the code understandable and readable?	<u>✓</u>	100%
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5- Does the code follow Java Coding Style?	<u>✓</u>	100%
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Note: code was tested against 8 random elements of [github Java Style Convention](#) .

6- Is indentation used properly?	<u>✓</u>	100%
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7- Do variable have good names?	<u>✓</u>	100%
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Comments

8- Is the code commented enough?	<u>X</u>	20%
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Issues: comments are mostly absent from the code making it hard to understand how functions and classes are integrated together without the class diagram

9- Is every class and method commented?	<u>X</u>	10%
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Related Issues: Most classes and methods aren't commented

10- Do comments follow Javadoc style?	<u>X</u>	0%
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Related Issues: Comments when exist don't follow the convention

11- Is Javadoc generated for all the code? X 0%

Related Issues: Never generated Javadoc

12- Are there useless / wrong comments? ✓ 0%
Comment: Though Comments are scarce but were never wrong when existed

Code Structure

13- Does the code follow the design precisely? ✓ 100%

14- Are there very long classes or methods? ✓ 0%

15- Is there repeated code? ✓ 0%

Error Handling

16- Does the code handle errors and exceptions? ✓ 100%

Logic

17- Do loops have correct conditions and bounds? ✓ 100%

18- Do loops always terminate? ✓ 100%

Overall

19- Are the design and code of good quality? ✓ 95%
Comment: A very decent application minor tweaks are need to make it perfect.

Testing



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1. StudentController class
 - a. Login
 - i. testAuthenticateTrue
 - ii. testAuthenticateFalse
 - iii. testAuthenticateMissing
 - b. Signup
2. GameController class
 - a. GameFound
 - b. CreateGame
 - i. testCreateGameTrue
 - ii. testCreateGameFalse

Note: The notation “Passed” in Result doesn’t indicate the positivity of the test case itself, it rather indicates that the tested functions acted as expected.

Number	Testing function	Description	Result
1.a.i	Authenticate(name, pass)	Testing function for Authenticate function in studentController entity. This test case test the normal login scenario Assumption: name is unique for each user	Passed
1.a.ii	Authenticate(name, pass)	Testing function for Authenticate function in	Passed



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		studentController entity. This test case test the login scenario for non-existing user	
1.a.iii	Authenticate(name, pass)	Testing function for Authenticate function in studentController entity. This test case test the login scenario using	Passed
1.b	createAccount(name, birthdate, gender, mail, country, password)	Testing function for sign up function for students. This test case test the normal sign up scenario checking if there is already existing student by these data and validating its data	Passed



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2.a	confirmGame(name)	Testing function for confirmGame function in gameController entity. This test case test the if a game is found in the data base or not scenario Assumption: name is unique for each Game	Passed
2.b.i	createGame(name, level, category, teacherName, confirmed, questions)	Testing function for creating new game. This test case test the normal create game scenario	Passed
2.b.ii	createGame(name, level, category, teacherName, confirmed, questions)	Testing function for creating new game. This test case test that there can't be two games carrying the same name	Passed



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Git repository link

<https://github.com/MoAkram/SW2/>