Name: John Doe

Student ID: JD12345678

Git/Version Control Repo: <https://github.com/johndoe/card-shuffling-dealing>

Code Review

Who did you provide reviews for?

I provided reviews for Jane Smith, JS98765432.

Who provided reviews for you?

I received reviews from Bob Brown, BB23456789.

Reflection on code review: What did you consider changing / changed after receiving the reviews? (~400 words)

After receiving the reviews, I realized that there were some areas in the code that needed improvement. Bob pointed out some issues with the documentation and suggested some code changes to make the code more efficient and easier to read. I took his feedback into consideration and made the following changes:

Documentation: Bob suggested that the code was not properly documented, and it was hard to follow. Therefore, I added more comments to the code to explain what each class, method, and variable does.

Code Optimization: Bob suggested that the shuffle methods could be optimized to reduce the number of iterations required to shuffle the cards. After researching different shuffle algorithms, I realized that using the Fisher-Yates Shuffle Algorithm would reduce the number of iterations required, thus making the code more efficient. Therefore, I modified the shuffleCardPack method to use the Fisher-Yates Shuffle Algorithm.

Code Readability: Bob pointed out that the code was not very readable and suggested that I refactor the code to make it more readable. Therefore, I broke down the Pack class into smaller methods, each responsible for a specific task. This made the code easier to read, understand and maintain.

Include evidence of the reviews (screenshots are OK)

Screenshot of the review:

Code Review Screenshot

Reflection and Feedback

What was the most important thing you learned from this assessment? (< 200 words)

The most important thing I learned from this assessment is that feedback is critical to improving the quality of code. Without feedback, it is easy to overlook mistakes or not realize where the code could be improved. Receiving feedback helped me to identify areas where the code needed improvement, and I was able to implement the changes suggested to improve the code's quality.

What was the most challenging aspect of this assessment and how did you approach it? (<200 words)

The most challenging aspect of this assessment was implementing the Fisher-Yates Shuffle Algorithm. It was challenging to understand the algorithm at first, but I approached it by reading more about it and watching videos to help me understand it better. After a few attempts, I was able to implement the algorithm correctly, which helped me to optimize the shuffle method and improve the code's efficiency.

What would you particularly like to receive feedback on in this assessment?

I would like to receive feedback on the readability and efficiency of the code. Specifically, I would like to know if there are any areas where the code can be further optimized or refactored to improve its efficiency and readability.