

Cairo University

Faculty of Computers and Information



## 352 – Software Engineering II

### Phase 1 Template

2017

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# CS352: Phase 1 – CodeCraft, EduGaming

## Phase 1 document

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### Review Check List



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### Design and Code Checklist

#### Design Principles

- 1- Does the design follow SOLID principles? ☐ What %40..... Related Issues:

Single Responsibility: Class Game Data\_Base has 3 functions that could cause it to change.

Open Close: Class Teacher and Teacher\_DB (or student and student\_DB) are connected directly so any change in any of them will cause a change in the other class.

Dependency Inversion: as the classes depend in each other directly without any interfaces to manage between them.

- 2- Does the design follow OOP rules? ☐ What % 25..... Related Issues:

All classes lack the private attributes and all the attributes are public. All classes don't have constructors. No setters & getters in classes:

Teacher\_DB, Student\_DB, Field, Account, Category, Game\_DB.

- 3- Is the design simple and easy to modify? ☐ What % 40..... Related Issues:

Relationships between classes are complicated and hard to understand.

The names of the variables and attributes are too vague and don't express what they do.

#### Coding Standards

- 4- Is the code understandable and readable? ☐ What % 30... Related Issues: for example class game , GameDb, Register are hard to understand.

- 5- Does the code follow Java Coding Style? ☐ What % 40... Related Issues:  
Lots of confusing variables, some abbreviations in object names and Function names starts with capital letter

- 6- Is indentation used properly? ☐ What % 50... Related Issues: some lines are more than 80 character , code lines has no spaces between them .

- 7- Do variable have good names? ☐ What % 5... Related Issues: most of variables has bad naming, and confusing.

#### Comments

- 8- Is the code commented enough? ☐ What % 1 Related Issues: no comments in the whole projects.

- 9- Is every class and method commented? ☐ What % 1 Related Issues: no comments also.

- 10- Do comments follow Javadoc style? ☐ What % 0 Related Issues: no comments either.

- 11- Is Javadoc generated for all the code? ☐ What % 0 Related Issues: no java doc comments either.



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- 12- Are there useless / wrong comments? ☐ What % 100 Related Issues: all comments are useless , the comments in the code are comments on a code statements.

### Code Structure

- 13- Does the code follow the design precisely? ☐ What % 20 Related Issues: most of the design are not implemented such as setter and getter and class Register are not implemented.
- 14- Are there very long classes or methods? ☐ What % 90 Related Issues: there are some long methods that has lot of because some too much commented code such as in class Student\_DB in function Adds.
- 15- Is there repeated code ?(put put in a function) ☐ What % 0 Related Issues: no repeated code.

### Error Handling

- 16- Does the code handle errors and exceptions? ☐ What % 0 Related Issues: all functions in every class such as Student\_DB just throw exceptions with no handling.
- 17- Is defensive programming used to avoid errors? ☐ What % 10 Related Issues: no defensive programming such as no check on file existence before opening files , no check for arguments in functions.

### Logic

- 18- Do loops have correct conditions and bounds? ☐ What % 100 Related Issues: no issues
- 19- Do loops always terminate? ☐ What % 80 Related Issues: for example class Student\_DB , function VerifyS() the loop can enter in infinite.

### Overall

- 20- Are the design and code of good quality? ☐ What %30.

## Testing

### 1.1 Teacher\_DBTest

Number	Testing function	Description	Result
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1.	AddT(Teacher x)	Testing function for AddT function in Teacher_DB entity. This test case test the Adding of a new Teacher account to the system scenario Assumption: mail,name,password can't be null& mail is unique for each Teacher	2 passed , 6 failed
2.	verifyT(Teacher x)	Testing function for verifyT function. This test case test verification of the normal login scenario	3 passed , 4 failed



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3-	LoadFields( )	Testing function for testing valid file SYSFields.txt reading from file into ArrayList files.	Passed
4	add_account(Account y)	Testing function to test adding new accounts to file.	2 passed , 4 failed

### Git repository link

<https://github.com/islam-Ellithy/EduGaming>