

Gloria Dukuzeyesu

Partner : Anmarie Hoppel

University of Utah - CS6018 Fall 2023

Professor: Dr.Jones Benjamin

Oct 17 th 2023

Phase 2 Code Review Report

1. In our project, I made changes to the SavePainting Fragment and DrawFragment.kt. I added new features like edit and delete icons in the LazyColumn. These icons let users edit existing images and delete paintings. When you delete a paint, it gets removed from our database and updates the ViewModel. Then, the LazyColumn removes the deleted painting from the list and the paint gets removed from the UI.
I also improved the code in the DrawFragment by getting rid of hard-coded color values. Instead, I used color.xml, making the code cleaner and easier to manage.
2. When we compared our project with the other team's, some big differences that we noticed were:
 - The other team used the Path class to draw lines, while we used the bitmap rect method to create small rectangles to make lines with adjustable widths.
 - Regarding image storage, the other team had ways to save images to Google Photos and the database. We, on the other hand, only saved images to the database.
 - The other team used a color picker tool, while we provided users with a set of predefined colors to choose from.
3. In terms of testing. Our tests covered similar functions. We all did instrumental tests. We tested the room database using runblocking and suspend functions. We tested the database insertion,