Review of System for Management of Sporting Events

(https://github.com/m-mato/sem)
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Strong points:

- Usage of **@BeforeMethod** annotation to avoid code duplicity in *DAOTest classes
- More complex **find()** methods - not just the base ones
- Detailed **UC** and **class diagrams** on projets Wiki

Weak points:

- Event entity uses **.getClass()** instead of instanceof
- Result **should probably not use ID in hash/equals** methods since it should be unique based on combination of the other properties
- Results **equals()** should check for a null value of **note** property
- Only SportDao uses **@Transactional** annotaion

Things to consider:

- I guess there are more approaches for designing such a system, but to me the main problem with this one is that it doesn't allow any event to last longer then a single day but mainly there can only be a single sport within an event. I would personally find that quite limiting, but since there are no restrictions I think your solution is good enough.
- Special package for the *DaoImpl classes to make the structure more clear
- Naming conventions for findAll() method (although getAll() makes sense) in Dao interfaces
- There are several different implementations of hash/equals amongst all four entities, so it might be a good idea to choose just one.
- Some *Dao classes return an empty list when no data are found while the others return null.

[**OK**] - possible to compile using mvn clean install
[**OK**] - everybody contributed enough
[**NOK**] (-1 point) - few minor problems in hash/equals implementation (mentioned above)
[**OK**] - Dao methods & tests (with a small note as mentioned above)

Total suggested points: **9**