

**Cairo University**

**Faculty of computer science and information**

**CS352 – Software Engineering II**

**Phase 1**

**2017**

**A3**

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|  |  |  |  |
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# Review Check List

**Design and Code Checklist**

**Design Principles**

1. **Does the design follow SOLID principles?** ∏ **% 0**

**Related Issues:** SOLID principles are not applied in the code. E.g. Category class.

1. **Does the design follow OOP rules?** ∏ **% 20**

**Related Issues:** Accessing classes attributes directly without using setters and getters violating privacy rules and also lack in understanding the relationship between classes. E.g. Game class & Teacher class.

1. **Is the design simple and easy to modify?** ∏ **% 50**

**Related Issues:** The structure of the code is not correct and problems will appear in case of modifying

**Coding Standards**

1. **Is the code understandable and readable?** ∏ **% 80**
2. **Does the code follow Java Coding Style?** ∏ **% 0**
3. **Is indentation used properly?** ∏ **% 50**

**Related Issues:** Indentation isn't used properly and doesn't follow a specific style.

1. **Do variable have good names?** ∏ **% 60**

**Related Issues:** Some variables have meaningless names and others have a one character names.

**Comments**

1. **Is the code commented enough?** ∏ **% 0**

**Related Issues:** There are no comments in the code.

1. **Is every class and method commented?** ∏ **% 0**

**Related Issues:** There are no comments for each class or method.

1. **Do comments follow Javadoc style?** ∏ **% 0**
2. **Is Javadoc generated for all the code?** ∏ **% 0**

**Related Issues:** Comments are only on unused previous written coding lines.

1. **Are there useless / wrong comments?** ∏ **% 20**

**Related Issues:** Comments are only on unused previous written coding lines.

**Code Structure**

1. **Does the code follow the design precisely?** ∏ **% 0**
2. **Are there very long classes or methods?** ∏ **% 60**

**Related Issues:** GameController class and test class are long classes. AddGame and EditGame methods in GameController Class could be optimized more than that.

1. **Is there repeated code?** ∏ **% 30**

**Related Issues:** There are two assignments to the same variable with the same value. Also lot of loops that could be written in separated function and call it many times.

**Error Handling**

1. **Does the code handle errors and exceptions?** ∏ **% 0**

**Related Issues:** There’re no enough error messages for invalid inputs for users.

1. **Is defensive programming used to avoid errors?** ∏ **% 0**

**Related Issues:** No defensive programming.

**Logic**

1. **Do loops have correct conditions and bounds?**∏ **% 100**
2. **Do loops always terminate?** ∏ **% 100**

**Overall**

1. **Are the design and code of good quality?** ∏ **% 45**

# 

# Testing

* **In the following table, you should describe each testing functions you developed in each testing class and state the result of testing after executing testing class**
* **Number test cases in proper way.**

**Example**

* 1. **UserTesting class**

|  |  |  |  |
| --- | --- | --- | --- |
| **Number** | **Testing function** | **Description** | **Result** |
| **1.** | **getUser(name, pass)** | **Testing function for getUser function in user entity. This test case test the normal login scenario**  **Assumption: name is unique for each user** | **Passed** |
| **2.** | **signup(name, pass)** | **Testing function for sign up function. This test case test the normal login scenario** | **Failed** |

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# Git repository link

**You should put here your git repository link**