# TEAM 126 CODE REVIEW

# Criteria of Evaluation

Modularity

10 points

Readability

10 points

Functionality

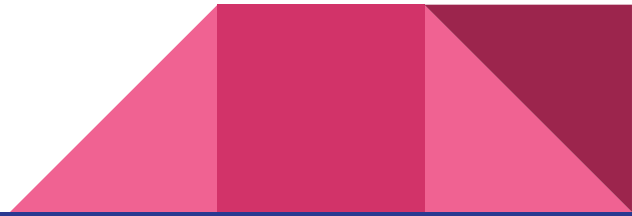
10 points

Comments/Javadocs

10 points

Unit Testing

10 points



# Candidate A: <Dragon Team>

## Modularity

-Data and GUI code separated

-Clear inter-class interactions

-Good implementation of data security

Score: 9/10

## Comments/Javadocs

-No javadocs (some comments seem to be attempted javadocs)

- Fair number of comments

Score: 6/10

## Readability

-Well commented code

-Clear test & variable names

-Fair amount of code duplication

-Class names tend to be confusing

Score: 6/10

## Unit Testing

-Fair number of tests

-Failure on 23/70 tests

-Unclear purpose of tests

Score: 6/10

## Functionality

### Pros

-elegant design

-maintains order

-buggy size button

### Cons

-once the pawn moved to a tile that was not clicked. Could not be reproduced.

Score: 8/10

# Candidate B: <MasterLabyrinth>

## Modularity

-Very efficient code
-Easy to edit

Score:9/10

## Comments/Javadocs

-Well written & sufficient javadocs
-Brief and clean comments

Score: 10/10

## Readability

-Clean code
-Good indentation
-Appropriate method & variable names

Score: 10/10

## Unit Testing

-Low amount of tests
-Pass 20/20 tests
-Visual representation of tests

Score: 8/10

## Functionality

### Pros

-Unique use of KeyListener
-Ingredient List well implemented

### Cons

-Pawns overlap in same space
-Cannot rotate tiles
-No instructions

Score:8/10

# Candidate C: <CSE group>

## Modularity

-Separate ActionListener instance classes
-Rigid categories of classes/packages

Score: 7/10

## Comments/Javadocs

-Good javadocs
-Lack of comments

Score:8/10

## Readability

-Neat and clean code
-Good method & variable naming

Score: 8/10

## Unit Testing

-Pass 33/51 tests
-Revised tests
-Clear Testing logic

Score: 8/10

## Functionality

### Pros

-None

### Cons

-Application freezes on first move

-Cannot initialize game with players

Score: 1/10

# Candidate D: <Master Labyrinth>

## Modularity

-Overconcentrated classes
-GUI and data separated
-Not modular

Score: 6/10

## Readability

-Excessive indentation
-Hard to read

Score: 6/10

## Functionality

Pros
-None

Cons
-Unable to play game

Score: 2/10

## Comments/Javadocs

-Sufficient javadocs
-Lack of comments

Score: 8/10

## Unit Testing

-Passed 8/54 tests
-Too many “NullPointerExceptions”

Score: 2/10

# Candidate E: <Stage_2>

## Modularity

-Unnamed ActionListeners
-Lack of crucial getter methods
-Hard to edit

Score: 5/10

## Readability

-Fairly readable
-Presence of excessive code/code duplication

Score: 7/10

## Functionality

Pros
-Works perfectly

Cons
-None

Score: 10/10

## Comments/Javadocs

-Sufficient & good javadocs
-Fair amount of comments

Score: 9/10

## Unit Testing

-6000+ tests!
-All pass

Score: 10/10

# Final Scores

Candidate A

Score: 35/50

Candidate B

Score: 45/50

Candidate C

Score: 32/50

Candidate D

Score: 24/50

Candidate E

Score: 41/50

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