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SE 410 – Assignment 6

Code Review

1. Is the code reusable? Yes. Mainly the CardDeck class is the most reusable as you could use that class for a variety of other card game implementations.
2. Were the functions well thought out and object oriented where possible? Yes, in the final versions they are.
3. Are the comments clear and useful? Yes. There are plenty of them.
4. Were there enough comments? Yes.
5. Is the code efficient and clean? Yes. There are sections of the code that are split up and labeled by comments so it makes it easier to follow. It is organized also based on functions and there is enough whitespace in order to easily read through the code and understand the different aspects.

We decided to do the code review right before we committed the final version but after committing the first couple versions. We wanted to at least get something working and committed and then planned to enhance and refine everything for the second sprint. We had enough time to double check everything without causing any delays in production and we figured the code review would help enhance the code if necessary before submitting the final files.