Reuse Document

Current System

* Currently our system does not include any reused pieces of code. It has been developed from beginning to finish within our team of software engineers.

Plans for Reuse

* System Reuse
  + As a collective we have decided against system reuse as a whole. Our system is small enough on it’s own that reusing an entire system for a particular component seems unnecessary. System reuse can often lead to messy code that the developers have little understanding of. While it may seem convenient to simply reuse an entire system and call a project finished, it often ends up being quite a lot of rework. For larger systems this may be beneficial; however, in a simple Blackjack game, it is very unnecessary.
* Component Reuse
  + A component of our system that could benefit the most from reuse is the cardDeck class. This class implements many typical functions of a deck such as shuffle, and initializing the 52 cards. Because the deck we have implemented is so standard among card game applications (many can be found open source on gitHub), it would be simple and beneficial to reuse a deck class. This prevents us from reinventing the wheel without cause. Again, we are cautious to implement another’s code into a large chunk of our system and thus it must be done with care.
* Object and Function Reuse
  + As stated above the cardDeck class of our project is best suited for reuse. There are many common functions within it such as shuffle and creating the deck that have been implemented numerous times in open source gitHub projects. Because these methods are so standard, they can easily benefit from reuse.

Pros

* Don’t have to reinvent the wheel with shuffle and other cardDeck methods.
* Allows more time to focus on unique characteristics of the game.
* Saves time and effort.

Cons

* Code could be messy.
* Might require more work to rewrite it.
* May not fit our system perfectly.

Reuse Guildelines

* Keep naming consistent
* Cleanup messy code
* Tailor to meet project needs
  + For example: if a function should return a String instead of an Int to suit our program, alter it to conform
* Implement best software engineering practices
* Keep it as object oriented as possible