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Code review is a way to assess the strength of our code. It allows us to ensure the security, efficiency, readability, and functionality of the code. Participating in code reviews is essential because, as developers, we are bound to overlook certain issues and make mistakes during coding. Reviewing code is a critical step for making finishing touches, addressing bugs and inconsistencies, and adding proper comments. When we write code, we often focus on completing the final product and may neglect things such as readability and efficiency for the sake of getting the job done; during code reviews we want to address and fix such overlooks. In a professional environment, our code will not only be used by us but also maintained and updated by others, so we have to make sure our code meets industry standards.

Good practices during code reviews include avoiding insecure scoping, such as placing sensitive information in the global scope, and providing clear and concise comments to explain the code. It is also important to verify that the code functions as intended and adheres to the DRY (Don’t Repeat Yourself) principle to prevent redundancy. At the same time, reviewers should avoid being overly critical about personal preferences or minor nitpicks, focusing instead on meaningful improvements.

To record my code review, I used the Snipping Tool. Currently, the Windows Snipping Tool allows screen recording with voice-over functionality. My approach to outlining the review was to divide it into three sections: Layout, Backend, and Database. This structure provides a clear overview of the overall software design as I transition from one element to the next. I began by discussing the Layout and how it functions as well as how it connects to the Backend. Next, I moved on to the Backend, explaining its functionality and how it utilizes the database to retrieve information. Finally, I addressed the Database, detailing how the Backend interacts with it and how the database handles queries.