Code Review for Lab 5 – Layouts and Orientation

Developer (person who wrote the code)	Robert Moore
Developer's assignment group (A, B, or C)	B
Reviewer	Trevor Uehlin
Date	10/24/18

Instructions

A reviewer will fill out the "Beta" column of this form for the developer. (The reviewer will need a copy of the developer's lab instructions.) Next, the developer will revise their code based on the review. After revising their code, the developer will fill out the "Release" column of this form to indicate what they have changed.

Part 1 – Walkthrough: Saving Activity State		
Criteria	*Beta*	*Release*
Is there a document containing screen-shots of the app running?	No	Yes
From the screen-shots, is it apparent that the app was ran correctly?	No	Yes
Comments:		

Part 2, Group A: Pig Game with an 8-Sided Die		
UI	*Beta*	*Release*
Does your app have all the widgets shown in the UI sketch?		Yes
Is the root element of both the portrait and landscape layouts a FrameLayout?		Yes
Does the portrait layout use a RelativeLayout?		Yes
Does the landscape layout use nested LinearLayouts? **I used a LinearLayout with RelativeLayout in that.**		Not Nested
Does the layout switch between portrait and landscape correctly when the device (or emulator) is rotated?		Yes
Implementation	*Beta*	*Release*
Does it build without errors?		Yes
Is the game-play logic in a separate class?		Yes
Is the Random object instantiated when the main Activity class is instantiated? (Not in an event handler)		Yes
Functionality	*Beta*	*Release*
Does it run without crashing?		Yes
Are random images for an 8-sided die displayed when the roll button is clicked?		Yes
Is the user's term ended automatically when they roll an 8?		Yes
Are turn scores and total scores calculated and displayed correctly?		Yes
Do both user's get the same number of turns? (Even if the first to roll reaches 100 first)		Not sure
Does the app show who won after the last turn?		Yes
Are the rest of the game rules implemented correctly?		yes
Comments:		

Code Review for Lab 5 – Layouts and Orientation

Complete the *Programming style for all solutions* review on the last page.

Part 2, Group B: Pig Game with a 6-Sided Die		
UI	*Beta*	*Release*
Does your app have all the widgets shown in the UI sketch?	Yes	
Is the root element of both the portrait and landscape layouts a FrameLayout?	Yes	
Does the portrait layout use nested LinearLayouts?	No	
Does the landscape layout use a RelativeLayout?	Yes	
Does the layout switch between portrait and landscape correctly when the device (or emulator) is rotated?	*NA*	
Implementation	*Beta*	*Release*
Does it build without errors?	No	
Is the game-play logic in a separate class?	*No*	
Is the Random object instantiated when the main Activity class is instantiated? (Not in an event handler)		
Functionality	*Beta*	*Release*
Does it run without crashing?	No	
Are random images for a 6-sided die displayed when the roll button is clicked?	*No*	
Is the user's term ended automatically when they roll a 1?	*No*	
Are turn scores and total scores calculated and displayed correctly?	*No*	
Do both user's get the same number of turns? (Even if the first to roll reaches 100 first)	*No*	
Does the app show who won after the last turn?	No	
Are the rest of the game rules implemented correctly?	No	
Comments:Dosen't Compile		

Complete the *Programming style for all solutions* review on the last page.

Code Review for Lab 5 – Layouts and Orientation

Part 2, Group C: Pig Game with Two 6-Sided Dice		
UI	*Beta*	*Release*
Does your app have all the widgets shown in the UI sketch?		
Is the root element of both the portrait and landscape layouts a FrameLayout?		
Does the portrait layout use a RelativeLayout with one or more nested LinearLayouts?		
Does the landscape layout use a RelativeLayout with one or more nested LinearLayouts?		
Does the layout switch between portrait and landscape correctly when the device (or emulator) is rotated?		
Implementation	*Beta*	*Release*
Does it build without errors?		
Is the game-play logic in a separate class?		
Is the Random object instantiated when the main Activity class is instantiated? (Not in an event handler)		
Functionality	*Beta*	*Release*
Does it run without crashing?		
Are random images for the 6-sided dice displayed when the roll button is clicked?		
Is the user's term ended automatically when they roll double ones?		
Are turn scores and total scores calculated and displayed correctly?		
Do both user's get the same number of turns? (Even if the first to roll reaches 100 first)		
Does the app show who won after the last turn?		
Are the rest of the game rules implemented correctly?		
Comments:		

Programming style for all solutions	Beta	Release
Is proper indentation used?	Yes	
Are the UI elements and the variables named descriptively?	Yes	
Have any unnecessary lines of code or files been removed?	Yes	
Are there explanatory comments in the code?	Yes	
Do variable names use camel case? (camelCase for example)	Yes	
Are constants named using ALL_CAPS?	Yes	
Are methods named using PascalCase (aka TitleCase)	Yes	
Is the code DRY (no duplicated blocks of code)?	Yes	
Is the game-play logic in its own class (separated from the UI code)?	yes	
Comments:		