# Code Review for Lab 6 – Fragments
CS235AM, Intermediate Mobile App Development: Android

| | |
|---|---|
| RDeveloper (person who wrote the code) | Robert Moore |
| Developer's assignment group (A, B, or C) | A |
| Reviewer | Robert Moore |
| Date | 10/31/2018 |

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 – Xamarin Guide Walkthrough: Fragments | | |
|---|---|---|
| **Criteria** | *Beta* | *Release* |
| Is there a document containing screen-shots of the app running? | | Yes |
| From the screen-shots, is it apparent that the app ran correctly? | | Yes |
| Comments:  Trevor did a review - but was faster to do self for this part. | | |

| Part 2, All Groups: Pig Game | | |
|---|---|---|
| **UI** | *Beta* | *Release* |
| Are there two separate Fragment UI layouts (axml files)? | | Yes |
| Are there two separate Activity layouts (axml files)? | | Yes |
| Do all the controls get displayed correctly? | | yes |
| | | |
| **Implementation** | *Beta* | *Release* |
| Does it build without errors? | | yse |
| Were the fragments loaded statically (via an axml layout)? | | *yes* |
| Does the app correctly detect when a dual pane layout is loaded (a layout with two fragments? | | *n/a* |
| Is the correct code executed for both dualPane == true and dualPane == false? | | n/a |
| | | |
| **Functionality** | *Beta* | *Release* |
| Does it run without crashing? | | yes |
| Do all the apps features still work correctly? | | *yes* |
| Comments: I can only see the big portrait version on my tablet.  I redeemed GitHub Backpack which gives me $100 in AWS credit - and then I'll be able to do the GenyMotion on AWS (hopefully this weekend) | | |

*Complete the fragment management section on the next page*

Written by Brian Bird, Lane Community College, Fall 2014. Revised Spring 2017

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| Part 2, Group A (8 sided die, portrait orientation only) | | |
|---|---|---|
| *Fragment Management* | *Beta* | *Release* |
| Are the correct fragments loaded for each of the following configurations? (Test in an emulator or on two different sized devices in portrait orientation) | | |
| ● Normal (or small) screen <br>      o One fragment in each activity <br> ● Large screen <br>      o Two fragments, one above the other | | *Not sure* <br><br><br> *Yes* |
| Comments: | | |

| Part 2, Group B (One 6-sided die, landscape orientation only) | | |
|---|---|---|
| *Fragment Management* | *Beta* | *Release* |
| Are the correct fragments loaded for each of the following configurations? (Test in an emulator or on two different sized devices in landscape orientation) | | |
| ● Normal (or small) screen <br>      o One fragment in each activity <br> ● Large screen <br>      o Two fragments, one beside the other | | |
| Comments: | | |

| Part 2, Group C (Two 6-sided die, Landscape and portrait orientations) | | |
|---|---|---|
| *Fragment Management* | *Beta* | *Release* |
| Are the correct fragments loaded for each of the following configurations? (Test in an emulator or on a devices in landscape and portrait orientations with one screen size.) | | |
| ● Portrait orientation <br>      o One fragment in each activity <br> ● Landscape orientation <br>      o Two fragments, one beside the other | | |
| Comments: | | |

*Complete the programming practices and style section on the next page*

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| Programming practice and 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? | | not all |
| Are there explanatory comments in the code? | | yes |
| Do variable names use camelCase? | | yes |
| Are methods named using PascalCase (aka TitleCase) | | yes |
| Are named constants used (in ALL_CAPS) instead of repeated literal constants? | | 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: | | |