Code Review Defect List

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| Reviewer: Corael Thompson | | GH Repo: <https://github.com/cmthom55/ser316-fall23B-cmthom55> | | |
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| **ID #** | **Location** | | **Problem Description** | | Problem | | |
| **File and Line Number** | | **Category** | **Severity (1-3)** | |
| 1 | Line#1 for Start.java | | All source code files must have a file banner comment present and filled in. | | CG | 1 | |
| 2 | Game.java on lines 12, 14, 16, 17, 19, and 22 | | All attributes must be private (class member variables, not constants). | | CG | 2 | |
| 3 | Game.java on All Lines | | Large Class | | CS | 1 | |
| 4 | Game.java on lines 148-156 | | init\_game is making Game.java a “Lazy Class”, could be better replaced with a constructor | | CS | 1 | |
| 5 | Game.java on N/A | | No way for code to determine win or loss | | FD | 3 | |
| 6 | Main.java on N/A | | Doesn’t handle input that is invalid. | | FD | 2 | |
| 7 | Game.java on lines 196-199 | | makeAGuess isn’t implemented. | | FD | 3 | |
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Category: **CS –** Code Smell defect**. CG –** Violation of a coding guideline. Provide the guideline number. **FD** – Functional defect. Code will not produce the expected result. **MD –** Miscellaneous defect, for all other defects.

Severity: **BR** - Blocker, must be fixed asap. **MJ** – Major, of high importance but not a Blocker **LOW** – Low.