



## Sprint 3 Team Report

### Team: 108

**Repo URL:** <http://github.ccs.neu.edu/cs5500/Team-108-SP19>

**Reviewer:** Robert Bronstein

**Score:** 95

#### Comments

You all met your commitments well, with the exception of two exception cases that you enumerated in your commitments (Note that the tickets for these were marked done. Please verify the status of tasks before sprint review.). Please remember to test/run your code thoroughly before committing to master.

Some quality notes:

WriteToChannel may be a candidate for refactor, since it is a fairly large method. In general, anything you can find that is nearing 30+ lines of code, you may want to consider breaking into smaller methods.

NetworkResponseDeserializer has an unused constructor. Neither has documentation that would suggest the need for both. Is this also part of JSON serialization (Why can't it serialize when the default constructor is implied?).

createSocket method is never used.

Some incomplete Javadoc throughout.  
IController interface lacks documentation.

Null warning for readFromJsonParser method.  
charDecoder has redundant null initialization.

HandleIncoming/OutgoingMessages methods can be private.

Good use of map/strategy pattern in RequestDispatcher.

Refactor: isValidEmail should make its false check first.

AddUser method should probably be factored as it is quite large but admittedly not entirely sure how. Maybe split the username and password checks into separate methods?

addSubGroupToGroup: Return value not used and can re-use string constant for error message.



Good work getting the client source code past the quality gate. It could still use some cleaning up as far as documentation, unused methods/imports and such.