## Code Review Checklist

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| Student | DIEGO ANDRES MONTEALEGRE GARCIA | Date | 03/03/2015 |
| Program | PSP 2.1 | Program # | 6 |
| Instructor | LUIS DANIEL BENAVIDES | Language | Java |

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| Purpose | To guide you in conducting an effective code review |
| General | * Review the entire program for each checklist category; do not attempt to review for more than one category at a time! * As you complete each review step, check off that item in the box at the right. * Complete the checklist for one program or program unit before reviewing the next. |

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|  |  | 1.Gestor  Negocio | 2. Vista App | 3.Simpson | 4. PrettyPrinting |
| Complete | Verify that the code covers all of the design. | x | x | x | x |
| Initialization | * Las variables globales se inicializan en el constructor. * Las variables locales se inicializan antes de ser usadas. * Las variables se inicializan fuera de los ciclos. | x | x | x | x |
| Names | Check name spelling and use.   * Is it consistent? | x | x | x | x |
| Ciclos | Check   * No existen ciclos infinitos | x | x | x | x |
| Variales | Check   * Se respeta el estandar de codificación. | x | x | x | x |
| Line-by-line check | Check every line of code for   * instruction syntax * proper punctuation | x | x | x | x |
| Standards | Ensure that the code conforms to the coding standards. | x | x | x | x |