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Team 19 Phase 1 of Inspection

Laboratory # 8: Inspection

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Work Product

Documentation of Phase 1 of Inspection of Group 20's source code

Document Revision Information

April 14, 2013 – Document created, Phase 1 inspection documented
April 19, 2013 – Rework documented

Approval Sheet

All group members whose names are listed below approve of the document and contributed fairly.

Member Names

Morgan, Laura

Miaw, Jireh

Hauser, Steven

Dworak, Catherine

Bertoglio, David

Pledge

On my honor, as a student, I have neither given nor received unauthorized aid on this assignment.

Names

Morgan, Laura

Miaw, Jireh

Hauser, Steven

Dworak, Catherine

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95	Inspection Schedule
96	Phase 1 – Internal documentation & source-code layout
97	Monday, April 15 – 4:00 p.m. during in-lab.
98	Inspector – Catherine
99	Checklists Used
100	Phase 1
101	Internal documentation & source-code layout (single inspector).
102	
103	• proper use of indentation for “levels” in code
104	• proper use of tabbing when declaring variables
105	• existence of columns of related items
106	• existence of white space (spaces after commas, variables, between methods
107	etc.)
108	• use of new line when line is too long
109	• consistency followed with use of braces {} throughout
110	• sparing use of comments; only used to document unavoidable complexity
111	• identifiers
112	○ meaningful – names indicate purpose
113	○ underscores used as separators
114	○ capitalization of types, Classes
115	• constants
116	○ mixed case capitalization
117	○ no magic numbers (no embedded literals or constants)
118	○ only symbolic constants used
119	○ symbolic constants in all capital letters, separated by underscores
120	○ avoid abbreviations in names
121	• methods
122	○ mixed case for name
123	○ abbreviations avoided
124	○ names indicate function
125	○ “get/set” used where attribute is accessed directly
126	○ “is” used for Boolean methods
127	○ “find” used for methods that look something up
128	• variables
129	○ name should reveal purpose and/or type
130	○ plural if representing group of objects
131	○ iterator variables consistent (for example: i and j)
132	○ abbreviations avoided
133	Results of Inspection
134	
135	• proper use of indentation for “levels” in code
136	<i>line 201, else should be on next line</i>

- existence of white space (spaces after commas, variables, between methods etc.)
 - line 58, extra space between (0, 3)*
 - in GUI, spaces between "import" lines*
 - white space in beginning public class GUI*
- use of new line when line is too long
 - line 82 does not need to be on new line (" + e.toString());")*
- consistency followed with use of braces {} throughout
 - should check consistency. Starting line 199 you being to put { on the same line as the method declaration and the if statement, rather than the next line. These braces should be moved to the next line. Check methods: getTouchValue(), verifyChecksum(), getChecksum()*
- sparing use of comments; only used to document unavoidable complexity
 - comment on line 34 runs off screen*
 - comment on line 53 doesn't clarify code*
 - unnneeded code should be removed lines 95-100*
 - comments in moveForward(), moveBackward(), turnLeft(), turnRight(), turn180(), stop() most likely unnecesary*
 - in GUI, comment line 20*
 - in GUI, line 163, 362, 460, 495, 596, 632, 637, 650*
- constants
 - in GUI class, all private variables should be before public*
 - no magic numbers (no embedded literals or constants)
 - in setSpeed() what are numbers 10 and 100?*
- methods
 - methods between line 163 and 181 – unimplemented or unnecessary?*
 - abbreviations avoided
 - getUltraValue() – consider changing to getUltrasonicValue()*
 - getMicroValue() – consider not abbreviating*
- variables
 - name should reveal purpose and/or type
 - in method setSpeed, int s does not reveal purpose*
 - abbreviations avoided
 - variable "ret" – abbreviated for return? name does not indicate purpose, in methods: establishConnection(), getCheckSum()*

Observations

Phase 1 of the inspection has been completed. Defects sent to Team 20 on 4/15/2013.

Note: Auto-generated GUI code was not inspected as thoroughly, as directed by Instructor.