Cairo University   **Faculty of Computers and Information**

CS352 – Software Engineering II

Phase 1 Template

2017

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Contents

Instructions [To be removed]

Phase 1 document

Design and Code Checklist

Design Principles

1- Does the design follow SOLID principles? ☐ What % 80 Related Issues: Single responsibility(should separate file class)

2- Does the design follow OOP rules? ☐ What % 100 …… Related Issues

3- Is the design simple and easy to modify? ☐ What % 100…… Related Issues: …

Coding Standards

4- Is the code understandable and readable? ☐0 What % 90 Related Issues: Meaningless names of some variables and some ambiguous conditions

5- Does the code follow Java Coding Style? ☐ What % 90…… Related Issues:

6- Is indentation used properly? ☐ What % 90…… Related Issues: ……

7- Do variable have good names? ☐ What % 90…… Related Issues: ……

Comments

8- Is the code commented enough? ☐ What % 50 Related Issues :no enough comments

9- Is every class and method commented? ☐ What % 50 Related Issues: no enough comments

10- Do comments follow Javadoc style? ☐ What % 40 Related Issues: …….…

11- Is Javadoc generated for all the code? ☐ What % 0 Related Issues: there is no documentation

12- Are there useless / wrong comments? ☐ What % 0 Related Issues: no useless or wrong comments

Code Structure

13- Does the code follow the design precisely? ☐ What % 50… Related Issues: there is some classes not implemented separated .

14- Are there very long classes or methods? ☐ What % 100 Related Issues:

15- Is there repeated code ?(put put in a function) ☐ What % 0 Related Issues:

Error Handling

16- Does the code handle errors and exceptions? ☐ What % 100 Related Issues: …….…

17- Is defensive programming used to avoid errors? ☐ What % 100 Related Issues:

Logic

18- Do loops have correct conditions and bounds? ☐ What % 100 Related Issues:

19- Do loops always terminate? Yes

Overall

Phase 1 document

20- **Are the design and code of good quality?** ☐ What % 90

Testing

Number	Testing function	Description	Result
1.1 GameTest Clasas	loginAsStudent(boolean result,String mail, String password)	Make the student login the system with valid Email and password	Failed
2.	loginAsTeacher(boolean result,String mail,String password)	Make the teacher login the system with valid Email and password	Failed
3.	createStudentAccount(boolean result,String name, String mail, String password, int age, char gender)	Make the student create a valid account to enter the system	Failed
4.	createTeacherAccount(boolean result,String name, String mail, String password, int age, char gender)	Make the teacher create a valid account to enter the system	Failed
5.	playGame(String result,String name)	Make the user play a game on the system	Failed
6.	createGame(String Category,String Name,String TeacherName,String Date, String Type ,int NoOfQuestions, String gamedata)	Make the teacher create a game on the system	Failed

Phase 1 document

Git repository link

https://github.com/hussamEL-Hwary/Game-platform.git