Cairo University Faculty of Computers and Information



**CS352 – Software Engineering II**

**Phase 1 Template**

**2017**

**Project Team**

|  |  |  |  |
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# Instructions [To be removed]

**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**

1. Is the code understandable and readable? ∏0 What % 90 Related Issues: Meaningless names of some variables and some ambiguous conditions
2. Does the code follow Java Coding Style? ∏ What % 90…… Related Issues:
3. Is indentation used properly? ∏ What % 90…… Related Issues: ……
4. Do variable have good names? ∏ What % 90…… Related Issues: ……

**Comments**

1. Is the code commented enough? ∏ What % 50 Related Issues :no enough comments
2. Is every class and method commented? ∏ What % 50 Related Issues: no enough comments
3. Do comments follow Javadoc style? ∏ What % 40 Related Issues: …….…
4. Is Javadoc generated for all the code? ∏ What % 0 Related Issues: there is no documentation
5. Are there useless / wrong comments? ∏ What % 0 Related Issues: no useless or wrong comments

**Code Structure**

1. Does the code follow the design precisely? ∏ What % 50… Related Issues: there is some classes not implemented separated .
2. Are there very long classes or methods? ∏ What % 100 Related Issues:
3. Is there repeated code ?(put put in a function) ∏ What % 0 Related Issues:

**Error Handling**

1. Does the code handle errors and exceptions? ∏ What % 100 Related Issues: …….…
2. Is defensive programming used to avoid errors? ∏ What % 100 Related Issues:

**Logic**

1. Do loops have correct conditions and bounds? ∏ What % 100 Related Issues:
2. Do loops always terminate? Yes

**Overall**

1. **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** |

# Git repository link

[https://github.com/hussamEL-Hwary/Game-platform.git](CS352-SE2017-Phase%201Template.docx)