CS6018 - Phase 2 Code Reviews

Participants: Ricardo Sanchez, Felix Ye

Summary: In this code review meeting, Felix and I discussed and collaborated on various aspects of our projects, aiming to improve code quality, functionality, and testing. Below, we summarize the key points discussed and the changes made during the meeting.

Code Improvement:

ViewModel and Fragment Classes:

- We identified code in our respective projects that could be improved to handle the storage and retrieval of color and brush size values when exiting and re-entering the canvas.
- I added new variables, functions, and the `restoreColorAndSliderValues()` method in the `DrawingFragment` class to facilitate the storage and retrieval of these values.
- These changes were committed to our respective repository, enhancing our app's functionality.

Functionality Discussion:

ViewModel Similarities and Differences

- We discussed the similarities and differences in the implementation of our ViewModel classes.
- Both projects handle color selection and brush size functionality, but the main difference was that we were not initially storing the current size and color in our ViewModel.
- This insight allowed us to improve our ViewModel implementations and standardize them for better code maintainability.

Test Coverage:

- We identified parts of our code that were not well-tested.
- Collaboratively, we added new tests to exercise the recently added feature for storing the color and size of the brush.
- These tests were committed to our repository, improving the overall test coverage of our projects.

Conclusion: In this productive code review meeting, Felix and I collaborated to enhance our projects in multiple ways. We improved code quality, added new functionality to store and retrieve color and brush size, standardized ViewModel implementations, and expanded test coverage. These changes contribute to the overall quality and functionality of our projects.