

Jason White: Phase 2 Code Review Worked With Team 7 Howard Tung

Each person pick a piece of code from your own project (class, method, etc) that you think can be improved. Discuss that code in detail, improve it, and commit those improvements (ie, refactor something with a helper that has fresh eyes)\

- Our team was assigned Team 7, and I worked with Howard Tung.
- We both had trouble navigating from where we were saving the savedDrawingFragment. There was no way to go back to the main drawing app.
- We decided to implement a back button to help with the overall navigation of our project.
- For his project we Implemented:
 - Column {
 - Button(onClick = {
 - findNavController().navigate(R.id.actionLoadPictureToFirstFragment) }) {
 - Text("Back")
 - }
 - }
- For my Project, we implemented a navigation in my Jetpack Navigation that was missing and polished up some save file paths that I thought was going to need a much deeper helper function, but turned out to be one line of code.
 - topBar = {
 - TopAppBar(
 - title = { Text("Saved Drawings") },
 - navigationIcon = {
 - IconButton(onClick = { navController.popBackStack() }) {
 - Icon(Icons.Filled.ArrowBack, contentDescription = "Navigate Back")
 - }
 - }
 -)
 - }
- When our team displays the saved drawing, the saved files whole path was saved, make it pretty hard to see the saved name. We thought we might need a helper function to parse it, but it was pretty simple.
 - val fileName = drawing.savedFile.substringAfterLast("/")
 - The simple line cleaned up the paths to make it just the drawingName.png.
- In summary, we focused on app navigation and cleaned up an unreadable file path for saved files.

Pick a piece of functionality that both of your projects include. Discuss the similarities/differences between your implementations.

- We focused on what mutable live data we being saved when we push the back to the main activity. Mainly, what mutable live data when you returned to the main drawing app activity? I didn't realize it was necessary after seeing Team 7 implementation. If I have time. I might add the pen size and color pick to the live data. Returning to the main page from our drawing app, we only save the bitmap, so the bitmap persists across states. The pen and color reset every time, while teams 7 saves the data in mutable data, so you don't have to pick the pen size or color again. I realized it is probably an important feature to store the pen size and color, and if I have time, I will go back and implement the data. I passed the information on to my other team members, letting them know they could review it for this assignment.
- In summary, similarities: We both store the bitmap for mutable live data. Differences: we do not store the pen size and color across states. Our reset every time where theirs persists.

Pick part of your code that you don't think is well tested. Work with your partner to add more tests to exercise that part of your project and commit them to your repo.

- For the testing, we both focused on ensuring our splash screen loads correctly. We didn't have any testing for the splash screen, and Howard's splash screen was not loading correctly at first glance.
- Howard implemented two tests to ensure his splash screen was loading the correctly. He has them in the Repo because we just did some basic test to ensure it was working, but he was planning on more detail later.
 - @Test
 - fun checkFragment() {
 - // This is for the splash screen so that it won't cause the problem
 - @Test

- fun checkSaveFragment() {
- // This is for the splash screen, so it won't cause the problem
- Thread.sleep(3000)
- For my test:
 - @LargeTest
 - @RunWith(AndroidJUnit4::class)
 - class SplashScreenTest {
 -
 - @Test
 - fun splashScreenTest() {
- The full test can be found in our commits. We ensured all the data was correct, and we could successfully push not to make any significant changes or problems to our repo. After talking with my teammates, I made my commitment on October 15th after we had made sure it was OK for me to merge with the main. However, Howard committed his changes on the 11th of October, right after our meeting.

The overall experience of working with Howard was great. Teams 7 has an excellent app, and it was fascinating to see how they implemented their project and what ours was missing and could improve. Howard was very knowledgeable and easy to work with.