

Team29 commits to this code base!

Our team will commit to the Java code base that was written by Sumin you's team previously. This decision was due to many reasons. First and possibly most importantly, both Sumin and Joseph are more familiar and comfortable with Java than Go. We believe that this will allow us to think more carefully about utilizing better coding practices (TDD, better unit tests, better code design, etc) and less on just completing the bare features of the assignments. Although both code bases had good structure and thoughtful design, Java's approach to object-oriented programming seemed better to work with as Go presented a few challenges for Joseph's team with its unique approach to object-oriented style of programming and its concept of "interface". The Java codebase has class /object implementations of each component of the game (Board, Stone, Player, Point, etc) while the Go codebase tries to mimic this object oriented style using structs. There are minor features that the Go codebase provides that the Java codebase doesn't but they can be very easily implemented into the Java code. Overall, the Java codebase seemed to have more and better unit tests than the Go codebase. We believe that the correctness of each code base is around the same, passing most if not all of the test cases for previous assignments.