Review An Qin’s code in evolution 2 from Kaidi Lyu

\*\*\*\*\*\* Code under module server:

Define checkPath method in checkMove but never used

Function checkStatus in checkMove may cause null pointer error(fixed)

\*\*\*\*\*\* Code under library shared:

Repeated code in Territory.setUnit(), can change the constructor

\*\*\*\*\*\* Common advice:

No brackets in some condition statements