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| **C:\Users\Far\Pictures\New Picture.jpg** | **Code Review Template** |

**This template is to be completed and submitted by the *Reviewer*.**

Names of the Reviewer: Zelong Zhang

Name of the developer being reviewed: Ken Lough

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| **Category** | **Comments /questions about of the reviewing group about the design documents** | **Responses by the developer (if any)** |
| Spelling Mistakes | Spelling is good for both code and comments. |  |
| Naming issues | Naming convention not followed, create\_player method.  Naming sometimes not specific enough (ex. rowCol in makeMove, Player result in create\_player).  For loop uses i and j, could use more descriptive row and col instead. |  |
| SOLID Principle Violations | Some methods are not single responsibility (create\_player, makeMove).  Open/close issue with Board, not able to make board any other size. (ex. a 4x4 board) |  |
| Lack of documentation | Documentation is plentiful and informative with Javadoc and inline comments. |  |
| Code smells | Extra BufferedReader parameter in create\_player.  BufferedReaders are not closed.  Feels like Random object should be a class member in RandomPlayer.  Player\_type could be an enum.  Could throw and catch exceptions instead of using if’s.  Some magic numbers like 0 and 2, could make them constants in Constants.java.  Some class methods are public instead of private (i.e testForBlocking) |  |