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|  | *Code Inspection Report*  *Anti-Spam Configuration Software Development Project*  BSc/MSc in METI  Academic Year 2017/2018 - 1º Semester  Software Engineering I  Group Id 45   |  |  | | --- | --- | | João Magalhães | 65618 | | Carlos Saraiva | 68818 | | Diogo Mendes | 69270 |   ISCTE-IUL, Instituto Universitário de Lisboa  1649-026 Lisbon  Portugal  November 25th 2017 |

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# Introduction

*Description of the software being produced*

# Code inspection – Name of the component being inspected

*Description of the software component being inspected*

|  |  |
| --- | --- |
| *Meeting date:*  *Meeting duration:*  *Moderator:*  *Producer:*  *Inspector:*  *Recorder:* | *14/12/2017*  *minutes*  *João Magalhães*  *Carlos Saraiva*  *João Magalhães*  *Diogo Mendes* |
| *Component name (Package/Class/Method):* | *antiSpamFilter/AntiSpamFilterProblem.java*  *antiSpamFilter/main/AntiSpamFilterMain.java*  *functionals/AutomaticWeigthVector.java*  *functionals/HamSpamReader.java*  *functionals/InfoStorage.java*  *functionals/WeightUploader.java*  *graphics/MainInterface.java* |
| *Component was compiled:* | *Yes* |
| *Component was executed:* | *Yes* |
| *Component was tested without errors:* | *Yes* |
| *Testing coverage achieved:* | *Yes - Mais de 75%* |

# Code inspection checklist

The checklist for Java code inspection used in this project is available at <http://www.cs.toronto.edu/~sme/CSC444F/handouts/java_checklist.pdf> and in blackboard ES1 page.

# Found defects

Identify and describe found defects, opinions and suggestions.

|  |  |  |  |
| --- | --- | --- | --- |
| **Found defect Id** | **Package, Class, Method, Line** | **Defect category** | **Description** |
| 1 | graphics/MainInterface | 1 - VC | “Are there variables or attributes with confusingly similar names?”  Como existem algumas Hashmaps de rules apesar de terem nomes que definem bem o que cada uma é, podem confundir. |
| 2 | graphics/MainInterface/initialize() | 11 - LP | “For each method: Is it no more than about 60 lines long?”  Como o método initialize() tem muitos objetos para instanciar, com os filtros que exigem também muito código e os “actionListeners” é normal chegar a 60 linhas. |
| 3 | graphics/MainInterface/initialize() | 11 - LP | “For each compile module: Is no more than about 600 lines long?”  Pelas mesmas razões do defeito anterior e juntando ainda os “gets” e “sets” tendo muitos objetos é normal esta classe chegar às 600 linhas. |

# Corrective measures

Id 1 - Carlos Saraiva - Comentários que dão a entender melhor o objetivo de cada hashmap rules

Id 2 – Ao mudar o método initialize() e alterar a sequência do código iria tornar o mesmo mais confuso e difícil de perceber.

Id 3 – João Magalhães – Simplificação de código

# Conclusions of the inspection process

Após as pequenas alterações o projeto está aprovado e pronto a ser enviado.