

Peer review t6

First peer review after the holidays and we decided to do it together, all four of us.

For the first set of exercises we had literally no differences, we also couldn't figure out how the code could be improved.

The second set was much more interesting. We had some nice learnings here. We used different kinds of loops to achieve the same things. We also then discussed what are the differences between each kind of loop, and in which scenario which would be optimal.

Our conclusion is that the for each loop is the most practical one, because it's easy to read, it's optimized for efficiency and easy to use.

While and fori loops are more or less the same thing.

We also learned that we don't have to return a value of an object inside of a class, because it's updated regardless:

```
public static void updateMood(Audience audience) {  
    int peopleDancing = 0;  
  
    for (Fan fan : audience.fans) {  
        if (fan.isDancing) {  
            peopleDancing++;  
        }  
    }  
  
    double sixtyPercent = audience.fans.size() * 0.6;  
    double ninetyPercent = audience.fans.size() * 0.9;  
  
    // using a ternary operator instead of if/else  
    audience.mood = (peopleDancing > ninetyPercent) ? "amazing" : (peopleDancing < sixtyPercent) ? "awful" : "great";  
}
```

The function updateMood gets called in main and therefore no return value is needed.

The next thing we learned is that you can not change the objects inside of a list with '='.

To change an object inside of a list it is required to use the .set() method. With '=' you can only create a new variable with the desired value from the list.