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**Evaluated project:** <https://github.com/jcechak/pokemon-league-manager>

**a) Checklist evaluation:**

- All parts of check list have been met.

Total points: 10

**b) General comments:** Project is simple and generally good implemented. Mostly it contains complete and well written documentation by JavaDoc (but not everywhere) so it is quite easy for reading. It seems to be well managed and because of this fact all members of group contributed similarly. However, there are some mistakes:

- javadoc is not used everywhere correctly (e.g. Bandge, StadiumDaoTest, StadiumDao)
- PokemonDaoImpl class JavaDoc should have been placed above PokemonDao interface (it even states that the following class is an interface)
- DAO classes should probably not be @Transactional (transactions should be handled by other layers)
- exceptions from Data Layer are not propagated (e.g. TrainerDaoImpl)
- missing some methods like findAll() that would return, for example, all Pokemons from DB (not a part of CRUD, so no penalties)
- testCreate() consider using @Rule ExpectedException instead of catching all exceptions using catch(Exception ignored)
- consider annotating test classes/test methods with Spring's @Transactional annotation that automatically creates a transaction at the beginning of a test method and rolls it back at its end, thus removing the need to manually delete all entities from DB after each test
- missing some attribute which shows difference between leader and trainer (e.g. "Booleans isLeader"), because according to use case diagram GymLeader can awardBandge but normal trainer not.

**c) Strong points of the project:**

- great Wiki! Everything is described totally clear
- database constraints like @DecimalMin(value = "0") and @Column(unique = true)

**d) Weaknesses points of the project:** Weaknesses of the project: testing and javadoc (in some parts) should be improved.