Cairo University   **Faculty of Computers and Information**

CS352 – Software Engineering II

Phase 1 Template

2017

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Contents

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Review Check List

Design and Code Checklist

Design Principles

1-	Does the design follow SOLID principles?	O	What %50	Related Issues: ……….
2-	Does the design follow OOP rules?	O	What %80	Related Issues: ……….
3-	Is the design simple and easy to modify?	O	What %80	Related Issues: ……….

Coding Standards

4-	Is the code understandable and readable?	O	What %60	Related Issues: ……….
5-	Does the code follow Java Coding Style?	O	What %60	Related Issues: ……….
6-	Is indentation used properly?	O	What %90	Related Issues: ……….
7-	Do variable have good names?	O	What %80	Related Issues: ……….

Comments

8-	Is the code commented enough?	X	What %0	Related Issues: ……….
9-	Is every class and method commented?	X	What %0	Related Issues: ……….
10-	Do comments follow Javadoc style?	X	What %0	Related Issues: ……….
11-	Is Javadoc generated for all the code?	X	What %0	Related Issues: ……….
12-	Are there useless / wrong comments?	X	What %0	Related Issues: ……….

Code Structure

13-	Does the code follow the design precisely?	O	What %90	Related Issues: ……….
14-	Are there very long classes or methods?	O	What %30	Related Issues: ……….
15-	Is there repeated code? (put put in a function)	O	What %35	Related Issues: ……….

Error Handling

16-	Does the code handle errors and exceptions?	O	What %50	Related Issues: ……….
17-	Is defensive programming used to avoid errors?	O	What %70	Related Issues: ……….

Logic

18-	Do loops have correct conditions and bounds?	O	What %95	Related Issues: …….
19-	Do loops always terminate?	O	What %90	Related Issues: …….

Overall

20-	**Are the design and code of good quality?**	O	What %60	Related Issues: …….

Phase 1 document

Testing

Number	Testing function	Description	Result
1.	loginTesting(Student s, boolean check)	Testing function for login function in user entity. This test case tests both the normal login and the wrong login scenarios.	Passed
2.	signupTesting(Student s, boolean check)	Testing function for sign up function. This test case tests both the normal signup and the already registered account scenarios.	Passed
3.	addGameTesting(Game g, boolean check)	Testing function for addGame function. This test case tests both the adding a new game and an already existing game scenarios.	Failed
4.	retreiveGameTesting(Game g, String check)	Testing function for retrieving a game. This test case tests both the normal retrieval of an existing game and a non-existing game scenarios.	Failed

Git repository link
http://github.com/mennafateen/IntelliFun