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CS348

Professor Nagpal

13 November 2020

Assignment 4 Base

A close up of a logo

Description automatically generated

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| --- | --- | --- | --- | --- |
| 1 | Src/Project5 | 20, 26, 32 | No arguments are used | Ch.3; Function arguments |
| 2 | Src/Project5 | 20, 26, 32 | Method names describe exact actions | Ch. 3 Use descriptive names |
| 3 | Src/GameOfNim | 11 | numMarbles changed to totalMarbles | Ch.2 Use intention-revealing names |
| 4 | Src/GameOfNim | 62, 81 | Rather than have a small if/else statement to state the computer mode, I made the computerTurn() specifically call SmartComputerTurn() of stupidComputerTurn() | Ch.2 Make meaningful distinctions |
| 5 | Src/GameOfNim |  | Added comment to generateComputerOrHumanFirstTurn(); 1 means user goes first, 0 means computer go first | Ch.4 Explanation of intent |
| 6 | Src/GameOfNim | 24 | Removed unnecessary comment | Ch.4 Explain yourself in code |
| 7 | Src/GameOfNim | 100-101 | Line which was ~130 characters shortened to two smaller lines | Ch.5 Horizontal formatting |
| 8 | Src/GameOfNim | 44-79 | play() calls takeTurn() calls computerTurn() calls smartComputerTurn() calls calculateTotalMarblesAreAPowerOfTwoMinusOne() | Ch.5 Vertical Ordering |