

# **Code Review I**

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1. **Maintainability/Supportability**
  - a. Code is as modular as possible.
  - b. Easy to access, read, and update in the future.
2. **Readability**
  - a. All code is aligned to the left, uniform/consistent bracket spacing and proper white space.
  - b. Commenting on gaming code.
3. **Testability:**
  - a. Code is testable.
  - b. All test are comprehensive.
  - c. Unit tests should actually test if the code is performing the intended functionality
  - d. Test code should be able to be replaced with the use of an existing API.
4. **Configurability**
  - a. Databases cannot be deleted from storing the websites data but new data can be written to the database from the website.
5. **Reusability**
  - a. No hardcoding.
  - b. No redundant or duplicate code.
6. **Reliability**
  - a. Code contains exception handling(errors)
7. **Extensibility**
  - a. Easy to add to or update plugins/widgets
8. **Security**
  - a. If third party utilities that are being used are returning errors, make sure the errors are being caught.
  - b. Output values are being checked and encrypted
  - c. Invalid parameter values are handled
  - d. Encrypt all sensitive data (passwords, credit card information, etc.)
9. **Performance**
  - a. Optimizing method and function generalization.
  - b. Use all legally obtained library and built-in functions.
10. **Scalability/Usability**
  - a. User interface is easy to understand and navigate.
  - b. Website can support small or large traffic load.