**Code Inspection – Sprint 2**

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| **Module** | **Severity** | **Code Snippet** | **Description** | **Suggestion for Fix** |
| MainGUI | 1 | Board board = new Board();  mineApplet = new MineApplet(board, 25);  board.setMyapplet(mineApplet);  mainPanel.add(mineApplet);  add(mainPanel,BorderLayout.CENTER); | Does not actually keep the board centered. | add the board to the panel with scaling, to allow resizing of the frame. |
|  | 2 | ClientMain cm = **new** ClientMain("127.0.0.1", 8043); | This only allows connections if your network matches these details. Isn’t working in certain conditions. | Needs more exploration of cause, but to begin we shouldn’t hardcode this and should perhaps add an “Options” menu. |
| MineApplet | 1 | **public** **void** newBoard(Board board) {  **this**.board = board;  **this**.board.setupBoardRandom(15); //TEMPORARY  marks = **new** **char**[board.getHeight()][board.getWidth()];  } | This was only supposed to be present for early testing. | Need to add more board-initialization controls to change size, number of mines, etc. |
| Board | 1 | private int[][] getAdjacent(int i, int j) {    int adj[][] = new int[8][2];  adj[0][0] = j-1;  adj[0][1] = i-1;  adj[1][0] = j;  adj[1][1] = i-1;  adj[2][0] = j+1;  adj[2][1] = i-1;  adj[3][0] = j-1;  adj[3][1] = i;  adj[4][0] = j+1;  adj[4][1] = i;  adj[5][0] = j-1;  adj[5][1] = i+1;  adj[6][0] = j;  adj[6][1] = i+1;  adj[7][0] = j+1;  adj[7][1] = i+1;    return adj;  } | Must be a more efficient way to compute the adjacent spaces. | have each space be connected to an array of adjacent spaces during initialization of board |
|  | 1 | **if** (!foundAdjacentMine) {  **for** (**int** i = 0; i < 8; i++) {  **try** {  hidden[adj[i][0]][adj[i][1]] = **false**;  myapplet.updateImage();  myapplet.repaint();  **if**(!beenChecked[adj[i][0]][adj[i][1]]) {  q.add(adj[i]);  beenChecked[adj[i][0]][adj[i][1]] = **true**;  }  }  **catch**(IndexOutOfBoundsException e)  {/\*ignore\*/}  }  } | Something is up with the logic here, or elsewhere in the uncoverCluster method. In rare cases, too many or too few spaces are uncovered. | This bug is difficult to reproduce until we have custom boards completely working. With the current randomness out of the equation, testing and adjusting this issue will be much easier. |
| ClientMain |  |  |  |  |
| ServerMain |  |  |  |  |