CourseCraft

Surreal Engine - Mikita Belausau, Ryan Coslove, John Hoban, Dorion Hobot, Nicholas Makar

Date: 4/13/2022 **Time:** 9:30pm

Duration: 1 hour

Artifact Inspected: CourseCraft

Roles:

Moderator: Ryan Coslove
Author : Surreal Engine
Reader : Nick Makar
Recorder : John Hoban
Reviewer : Nikita Belausau

Inspection Logs (Location: filename and line #; Severity: (+) Major, (-) Minor, (O) Other)

#	Location	Issue	Severity	Found by
1	init.py	File not needed, delete it	-	John Hoban
2	user.py:16	SELECT included in Major enum	-	John Hoban
3	professor.py:55,85 student.py:67,123,154,228	DBConnector() is instantiated on a per-callback basis instead of only once per page load	-	John Hoban
4	dean.py:43	Deans can't select the time for a new course	+	Nikita Belausau
5	student.py:124	Unnecessary DB hit	-	John Hoban
6	professor.py:89,91	Debug statements	-	Nikita Belausau
7	student.py: 158, 160	Remove debug statements and return		Ryan Coslove
8	Login.py: 12,95	for continuity rename CCDB to database because its called that everywhere else	-	Nikita Belausau
9	create_account.py: 12,137,139	for continuity rename CCDB to database because its called that everywhere else	-	Nikita Belausau
10	student.py: 439	No test case for non-numeric values in method	-	Ryan Coslove
11	student.py: 406	Change container to be table	0	Ryan Coslove

	prof-lecture.py:			
12	29,174,183,193	Made Database class local	-	Dorian Hobot
13	Lecture.py: 29, 109	Made Database class local	-	Dorian Hobot
		Changed so the code uses the		
		execute_insert and not		
14	Dbconnector.py: 277	execute select method	-	Dorian Hobot

Inspection Summary

1. Major Issues

The only major issue we found was that Deans are supposed to be able to create classes and assign the time frame, and adding a time frame was not included.

2. Other Issues/Observations

Most of our issues were minor, like unnecessary lines of code or renaming or removing of files. Most issues are fine-tuning, refactoring, or re-evaluating for visual presentation.

3.	Disposition:		
		Release As-Is	
	_ ✓ _	Fix & Release	
		Rework & Re-Review	
		Scrap & Start Over	
		Review Not Completed	