CSCE 361 Code Review Assignment

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# Model – GList.cs

* Naming rule violation of IEnumerable<Item> items, needs to begin with an uppercase (line 14)
* Lack of comments to explain what each function does, what the inputs are, and what the outputs of each function are
* Not using System.Linq and System.Threading.Tasks (line 4-5), can remove those dependencies
* We may need to include another attribute to the GList called ‘LastUpdated’ that stores the most recent timestamp of when the list was updated

# View – ClientApp/src/user-menu/user-menu.component.html

* Widths of the table headers do not add up to 100%, which can cause issues when resizing windows (lines 137-140)
* Unnecessary indents that need to be removed (lines 180-184, 187-188,190-191, 194-206)
* Excessive use of defining the style in the tags (lines 120, 127). These can be defined in a .css file
* Moving all the formatting styles into a .css file and then importing that file instead of defining the styles at the top of the page will be beneficial and make the organization of the architecture of the front-end more clean

# Accessor – GlistAccessor.cs

* Private member GListAccessor constructor is unused (line 16)
* Lack of comments to explain what each function does, what the inputs are, and what the outputs of each function are
* Unnecessary use of ‘var’. When we know what the returned object type is, we should define the variable as that type, in this case, GList (line 35)
* The accessor shouldn’t be taking information from the ApplicationDbContext, as it is not in our architectural plan (line 14). Instead, we should be instantiating a DbSet of type GList

# Controller – GlistController.cs

* Private member GList.Controller.ListExists is unused (line 108)
* Lack of comments to explain what each function does, what the inputs are, and what the outputs of each function are. Even though there are comments for each function, they do not explain what the function does
* Can remove the commented-out Dispose function (line 99)
* Remove the System.Web.Http, as it has already been imported into this file (Line 27-28)

# Engine – GlistEngine.cs

* Unnecessary assignment of a value to ‘gListList’ (line 24)
* Weird naming convention that needs to be fixed to IEnumerable<GList> gListList (line 24)
* Lack of comments to explain what each function does, what the inputs are, and what the outputs of each function are
* Unnecessary use of ‘var’. When we know what the returned object type is, we should define the variable as that type, in this case, GList (line 77)
* We may consider moving the SortLists() function to a different file, as the functionality of sorting differs from getting, updating, and deleting the grocery lists (line 86)