

Boggle Solver Code Review
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Reviewer: Stephanie Percy

Task Explanation:

We were tasked to implement a solver for the Boggle game. Given a valid grid of letters and an arbitrary dictionary of words, return a list of contained words. The program must be contained in a single file `boggle_solver.js` that exports the function.

Code Clarity:

The code was very clear and easy to follow. I would say that it would be nice to have some comments to aid in line to line understanding. However, overall the readability was great.

Variable names:

Variable names are on par with the assignment. The variable names helped the readability of the program's function.

Indentation:

Indentation looked very good. There was great spacing for everything making the readability very easy.

Do you feel you can modify the code easily?

Yes, I do think I could modify the code easily. All functions and variables in the program have good readability to make any type of modifications.

What is your opinion about the style used?

I liked the style because the code was written in a way that made it easy to follow. There are a good amount of helper functions and overall give the program great structure. I would only recommend to use comments throughout the code. It's extremely helpful to have comments help draw out the process the engineer went through. I would also recommend on lines like 35 to break it into two lines. Lines with a lot of characters can sometimes take away from clear code readability. Overall, I really liked this style of code.

Suggestions:

I would recommend using comments to aid in clear readability for other users. Additionally, I'd recommend making sure some lines in the code aren't too long. Using a linter is a good way to amend issues like these. Despite these two suggestions, I think the code was really strong and clear and only needs little modification.