**Technical Inspection Checklist**

For a Track & Field Meet Server

Version 2.0

Submitted in partial fulfillment of the requirements of the degree of MSE

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# Introduction

The purpose of this document is to list the parts of the Track & Field Meet Server (TFMS) that need to be inspected. This document will guide the technical inspectors as they perform their inspection. They should use this document to assure coverage of the major components of the project. The technical inspection will be done to provide feedback on the correctness of the TFMS.

# Items to be Inspected

The items listed below will be inspected for consistency and correctness.

1. Executable Prototype

The inspection will act as a formalized buddy review also known as a peer review. More details about what will be reviewed are contained in the final section of this document.

# Technical Inspectors

* Blake Knedler
* Keith Moyer

# Technical Inspection Checklist

| **Inspection Item** | **Pass/Fail/Partial** | **Comments** |
| --- | --- | --- |
| Code readability   * Did variable names make sense? * Did function names make sense? * Could you read through the code and understand the intent? |  |  |
| Code documentation and comments   * Were comments useful? * Did there need to be more comments? |  |  |
| Common coding practices   * Is duplicate code removed? * Are unused variables removed? * Are there any unnecessary imports? |  |  |
| Modular decoupled code   * Was the code structured in such a way to easily add and remove functionality? |  |  |
| Code efficiency   * Is there any unnecessary processing? * Is there any processing that is done in the wrong place? |  |  |

# Inspected by: Insert Name

# Signature: ­­­­­­­­­­­­­­­­\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_