CS 499: Module 2 Journal

A code review is an examination and break down of a piece of software code to see what it does right and what can be approved upon. Doing code reviews on a regular basis will help improve the code, the original code’s developers abilities, and the abilities of the code reviewer. This happens as a natural consequence as the reviewer and original developer learn from each other during the review process. Some best practices include having the author annotate the code before hand to help explain code decisions to the reviewer and having the reviewer use some soft of checklist to keep them on task while making sure they cover all the important aspects of the code that need to be reviewed (SmartBear Software, 2024). While code reviews can happen at any point during the development process it is best that a review happen after any major changes to the code as it can help catch issues that are often missed during testing and regular quality assurance and can help improve more code going forward.

While setting up for my code review I decided to use Open Broadcast Software (OBS) to record. I have a history with OBS and have seen it as one of those solid open source software that is better than many paid options. After choosing the software I sat down and decided on how I would approach the code review. I read through the code review best practices, printed the checklist, and read through the artifacts code a couple of times. Lastly, I went through my enhancement plans to think about how I would incorporate them into the review. I decided since all of my enhancements were on the same artifact that I would go through the artifacts code in sections to line up with where the enhancements would take place in the code.

# References

SmartBear Software. (2024, 11 17). *Best Practices for Code Review*. Retrieved from smartbear.com: https://smartbear.com/learn/code-review/best-practices-for-peer-code-review/