

Whitney Kenner (group)

Code review with Keegan Dohm (group)

CS6018

Phase 2 Code Review:

We started by comparing our fragment for loading old pictures to compare our implementations using JetPack Compose. First I noticed that Keegan had made the same mistake as me and was initializing his view model incorrectly so I had him change it to an ActivityViewModel so it was the correct view model existing across the scope of the main activity and not a new one. After that I suggested Keegan change the style of displaying old pictures to load. He had a lazy column that displayed the file paths for each saved photo. I personally don't think the file path is very aesthetic or useful to the user. I suggested something more visual such as using a lazy grid and displaying cards with a mini picture of each bitmap so that the user can see which old photo they are selecting. Keegan didn't have any feedback on our compose implementation.

For other recommendations:

- I suggested Keegan change his splash activity to a splash fragment.
- I recommended a way to start a new drawing. If you select "load drawing" in his app, there is no way to then later start a new drawing except for closing the app and restarting it

Keegan gave me some aesthetic recommendations so I updated the splash screen to have a better background color. We also compared tests and realized that I had no testing for our repository so I added a few tests to check that the repository is initialized and things can be added to it. When our other group partners did code review, they must have compared testing and exchanged a large portion of the testing, because outside of needing repository tests on my team's end, we had a similar scope and depth of testing

We also briefly compared our room implementations and the implementations were nearly identical except he stored the full file path name for each image and I only stored the name of the file itself.