Code Review Exercise

The goal of this exercise is for you to review, discuss, and provide constructive criticism to a peer about design/code a peer has developed. In the real world you will need to read/understand other people’s design/code, therefore this is a skill you need to develop. Please, follow the directions provided below while completing this exercise.

1. Exchange with your peer hard copies of your UML Design and implementation for Project #4 (FacebookJr), IMPORTANT: Your peer cannot keep these copies; you must ask for them after the exercise is over.

2. Taking turns, complete the following tasks:

   a. Ask you peer to explain the design and each of the methods he/she implemented. As the discussion progresses, suggest ways in which the design/implementation could be modified/improved.

   b. Provide a general opinion about the design/implementation. Criteria you can use:
       i. Design Clarity
       ii. Code Clarity
       iii. Variable names
       iv. Indentation
       v. Do you feel you can modify/expand the design/code easily?
       vi. What is your opinion about the style used in Java Constructs (e.g., loops, methods, etc.)

3. If time permits, select another peer(s) in class and repeat the above exercise.