

Code Review Exercise

For this exercise you need to sit with your classmates and evaluate the code they wrote for the **Poker** project. Notice that by completing this exercise you will get the final 10 pts for your Poker project. You will not lose any points on style (10 pts) as long as you complete the exercise and provide feedback to your classmates. After finishing the exercise, hand in to the TA a piece of paper with the names of the classmates in your group. The TA will then update your project score.

This is what you need to do for this exercise:

1. Form groups of **four** students.
2. Taking turns one student will show the implementation of the Poker project to the other students. The other students will provide feedback about the code. What kind of feedback? Here is a list:
 - a. Does the code has good indentation?
 - b. Does the code has meaningful variable names?
 - c. Does the code make use of a consistent style (e.g., use of curly brackets)?
 - d. Is there duplicate code that could have been implemented in an auxiliary method?
 - e. Are there any values that could have been defined as symbolic constants?
 - f. Mention anything that can improve the clarity of the code or that could have simplify the implementation.
 - g. **IMPORTANT:** Provide constructive criticism; respect is extremely important.