

CS 159 Coding Style Activity

NAMES:

Instructions for Part 1

- Each group member should choose one of the three programming assignments that we have completed this semester. Try to distribute your work so that each assignment is being considered by at least one group member.
- Once you have divided up the assignments, go to the course Canvas page and download the reference solution. Open up the reference solution in Eclipse, along with your own solution so that you can easily compare the two.
- Find at least three significant differences between your solution and the reference solution. Think about, and comment on, the relative advantages of the alternative approaches. Write your answers in the appropriate areas in this document. It may be helpful to copy-paste short snippets of text to illustrate the differences.
- Once all group members have reviewed the reference solutions, each member should share a short summary of their findings.

ANALYSIS #1

Student name:

Assignment:

Difference #1

Difference #2

Difference #3

ANALYSIS #2

Student name:

Assignment:

Difference #1

Difference #2

Difference #3

ANALYSIS #3

Student name:

Assignment:

Difference #1

Difference #2

Difference #3

ANALYSIS #4

Student name:

Assignment:

Difference #1

Difference #2

Difference #3

Instructions for Part 2

Create an Eclipse project containing the following two files:

- [TicTacToeBoard.java](#)
- [TicTacToeBoardTest.java](#)

The code in **TicTacToeBoard.java** is functionally correct, but it contains some serious style problems.

Bring up **TicTacToeBoard.java** on a shared screen so that all group members can work together to find and correct as many style and efficiency problems as possible. For each problem you find, make a note of it in this document and correct it in Eclipse.

You should re-run the unit tests after each change to make sure that you haven't accidentally changed the functionality. *This is one of the key advantages of maintaining a unit test suite!* It gives us the freedom to refactor and improve our code without the crippling fear that we will inadvertently break something that was working before.

Once you are satisfied with your updated version of TicTacToeBoard.java check it with an instructor or a TA and upload it through Canvas along with a pdf version of this document.

Issue #1

Issue #2

Issue #3

Issue #4

Issue #5

(add issues as needed.)