A software inspection is a process by which a team of people evaluates a piece of software and identifies defects in it. Inspections are used in industry as part of the software development process because they have proven to greatly reduce errors — even more so than testing does. Inspections also allow better estimates of how long it will take to complete a project, thereby making project scheduling more accurate, and they aid in transferring expertise about the software from its authors to others who may need to understand it at a later date.

For this tutorial, we will inspect a proposed solution to for the TwoEndedList in assignment 3.

1. Print the code and the code inspection Checklist, available on the Tutorials page.
2. Read the code in detail, looking for flaws in correctness, programming style, and comments.
3. As you read, fill out the checklist, putting a checkmark beside things that were done well, and an ex beside things that were done poorly. Under each section (correctness, comments, etc.), circle your recommendation: either the code should be accepted as it is, accepted with minor changes, or major changes and an additional code inspection are required.
4. Below, and continuing on the reverse, make additional notes that add detail to what you’ve indicated on the checklist and that point out other problems you’ve noticed. You should fill at least this side of the page.

Additional notes to accompany the checklist:
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