

# **OORPT** **EVALUATION OF THE ESE PROJECTS**

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# The ESE Project Introduction

- > The ESE project Overview
  - Goals
  - Teams
  - Rules
  
- > The referees rules
  - The same rules but we must also qualify the quality to extend in order to support m3u

## Number 5

- > Team number 3
  - This group has a lot of fail since documentations, test, extensibility, oo paradigms.
  - There are a lot of work with these one
  - They have some features that not come with the manual.
  - They have a nice Documentation when they have one.

## Number 4

- > Team number 4
  - Not intuitive, a lot of exchange behavior with the errors, there are a god class, is not extensible, there are some magic numbers.
  - The good thing is their test management.

## Number 3

- > Team number 5
  - They have a couple of violations of conventions and bizarre names...
  - All apoint to make easy extent this system in at least one direction the m3u import and change of interface o persistence.

## Number 2

- > Team number 2
  - There are minor problems between the coupling of the model and view class but they are minor problems
  - They also have a good strategy and pattern concept that allow us to extend to new horizons.
  - Zeradun dictator...
  - Good documentation

## And the number 1

- > Team number 1
  - All look great
  - A few user documentation, but easy a understandable code documentation
  - Seems easy to extend most of the extructures that we need.
  - It's almost done die m3u reader ;-)

# Times

- > Team 1 = 3
- > Team 2 = 4
- > Team 3 = 6
- > Team 4 = 4.5
- > Team 5 = 3.5



## Points

- > Team 1 =  $1.5 + 1.5 + .5 + 1 = 4.5$
- > Team 2 =  $1.5 + 1.5 + .5 + 1 = 4.5$
- > Team 3 =  $0 + 0 + 1 + .5 = 1$
- > Team 4 =  $1 + 2 + .5 + .5 = 4$
- > Team 5 =  $2 + 1 + .5 + .5 = 4$