As you move on and become software developers, you want to become good programmers. Good programmers do not just develop software that is correct, it is also simple, efficient, easily readable, and easily modifiable.

**Code Review Part I: Hash Map**

Your section leader will distribute a few student submissions that have been anonymized from assignment 7. Individually, you walk through and understand the implementation of the source code you have been given. Ask yourself the following questions:

1. What is the design of this program from a high level?
2. Is the code ever doing extraneous work or too much work?
3. Are there any complex sections of code that could be simplified?
4. Are there any parts of the code that are duplicated or could be shortened?
5. Would it be easy to add new features into this code?

After a little while, your SL will have you pair up and discuss in further detail. Be prepared with some commentary on the code, your SL will be calling upon all groups to offer insight.

**Code Review Part II: Shape Inheritance**

Now you will perform the same exercise as in the last problem, but with code from the shape project.