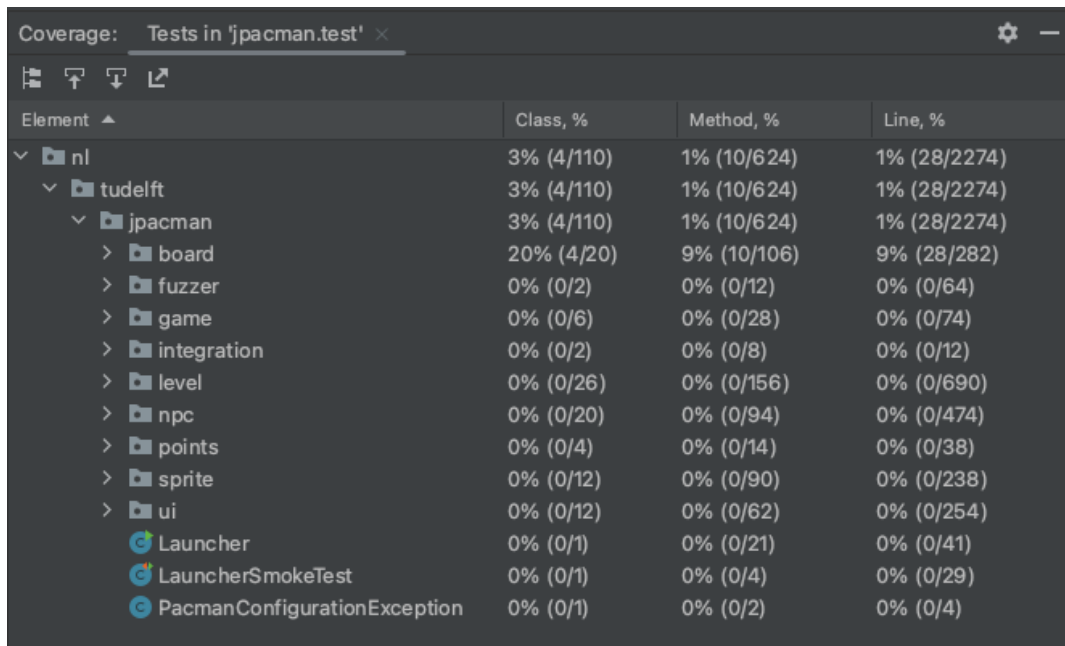


Link to repository: <https://github.com/ks-moss/472-2023-G3.git>

Task 1

Coverage before testing



Element	Class, %	Method, %	Line, %
nl	3% (4/110)	1% (10/624)	1% (28/2274)
tudelft	3% (4/110)	1% (10/624)	1% (28/2274)
jpacman	3% (4/110)	1% (10/624)	1% (28/2274)
board	20% (4/20)	9% (10/106)	9% (28/282)
fuzzer	0% (0/2)	0% (0/12)	0% (0/64)
game	0% (0/6)	0% (0/28)	0% (0/74)
integration	0% (0/2)	0% (0/8)	0% (0/12)
level	0% (0/26)	0% (0/156)	0% (0/690)
npc	0% (0/20)	0% (0/94)	0% (0/474)
points	0% (0/4)	0% (0/14)	0% (0/38)
sprite	0% (0/12)	0% (0/90)	0% (0/238)
ui	0% (0/12)	0% (0/62)	0% (0/254)
Launcher	0% (0/1)	0% (0/21)	0% (0/41)
LauncherSmokeTest	0% (0/1)	0% (0/4)	0% (0/29)
PacmanConfigurationException	0% (0/1)	0% (0/2)	0% (0/4)

Is the coverage good enough? No, it's not good enough.

Task 2

```
1 package nl.tudelft.jpacman.level;
2
3 import nl.tudelft.jpacman.sprite.PacManSprites;
4 import org.junit.jupiter.api.Test;
5 import static org.assertj.core.api.Assertions.assertThat;
6
7
8 no usages new *
9 public class PlayerTest {
10
11     1 usage
12     private static final PacManSprites SPRITE_STORE = new PacManSprites();
13     1 usage
14     private PlayerFactory Factory = new PlayerFactory(SPRITE_STORE);
15     2 usages
16     private Player ThePlayer = Factory.createPacMan();
17
18
19     no usages new *
20     @Test
21     void testAlive() {
22         assertThat(ThePlayer.isAlive()).isEqualTo(expected: true);
23         System.out.println("Value of isAlive() : " + ThePlayer.isAlive());
24     }
25 }
```

Coverage: Tests in 'jpacman.test' x			
Element	Class, %	Method, %	Line, %
nl	16% (18/112)	9% (60/634)	8% (190/2330)
tudelft	16% (18/112)	9% (60/634)	8% (190/2330)
jpacman	16% (18/112)	9% (60/634)	8% (190/2330)
board	20% (4/20)	9% (10/106)	9% (28/282)
fuzzer	0% (0/2)	0% (0/12)	0% (0/64)
game	0% (0/6)	0% (0/28)	0% (0/74)
integration	0% (0/2)	0% (0/8)	0% (0/12)
level	15% (4/26)	6% (10/156)	3% (26/700)
npc	0% (0/22)	0% (0/104)	0% (0/498)
points	0% (0/4)	0% (0/14)	0% (0/38)
sprite	83% (10/12)	44% (40/90)	52% (136/260)
ui	0% (0/12)	0% (0/62)	0% (0/254)
Launcher	0% (0/1)	0% (0/21)	0% (0/41)
LauncherSmokeTest	0% (0/1)	0% (0/4)	0% (0/29)
PacmanConfigurationException	0% (0/1)	0% (0/2)	0% (0/4)

Task 2.1

src/main/java/nl/tudelft/jpacman/level/pallet.java

```

1  package nl.tudelft.jpacman.level;
2
3  import nl.tudelft.jpacman.sprite.PacManSprites;
4  import nl.tudelft.jpacman.sprite.Sprite;
5  import org.junit.jupiter.api.Test;
6
7  no usages new *
8  public class PelletTest {
9
10     1 usage
11     private static final PacManSprites SPRITE_STORE = new PacManSprites();
12     1 usage
13     private PlayerFactory Factory = new PlayerFactory(SPRITE_STORE);
14     no usages
15     private Player ThePlayer = Factory.createPacMan();
16     1 usage
17     int points;
18     1 usage
19     Sprite SPRITE;
20     1 usage
21     public Pellet PELLET = new Pellet(points, SPRITE);
22
23     no usages new *
24     @Test
25     void testGetValue(){
26         System.out.println("Value of PELLET.getValue() : " + PELLET.getValue());
27     }
28 }

```

Coverage: Tests in 'jpacman.test' ×			
Element ▲	Class, %	Method, %	Line, %
▼ nl	18% (20/110)	10% (64/624)	8% (200/2308)
▼ tudelft	18% (20/110)	10% (64/624)	8% (200/2308)
▼ jpacman	18% (20/110)	10% (64/624)	8% (200/2308)
> board	20% (4/20)	9% (10/106)	9% (28/282)
> fuzzer	0% (0/2)	0% (0/12)	0% (0/64)
> game	0% (0/6)	0% (0/28)	0% (0/74)
> integration	0% (0/2)	0% (0/8)	0% (0/12)
> level	23% (6/26)	8% (14/156)	5% (36/702)
> npc	0% (0/20)	0% (0/94)	0% (0/474)
> points	0% (0/4)	0% (0/14)	0% (0/38)
> sprite	83% (10/12)	44% (40/90)	52% (136/260)
> ui	0% (0/12)	0% (0/62)	0% (0/254)
Launcher	0% (0/1)	0% (0/21)	0% (0/41)
LauncherSmokeTest	0% (0/1)	0% (0/4)	0% (0/29)
PacmanConfigurationException	0% (0/1)	0% (0/2)	0% (0/4)

src/main/java/nl/tudelft/jpacman/npc/ghost/GhostFactory.java

```

1  package nl.tudelft.jpacman.npc.ghost;
2
3  import nl.tudelft.jpacman.sprite.PacManSprites;
4  import org.junit.jupiter.api.Test;
5
6  no usages new *
7  public class GhostFactoryTest {
8
9      1 usage
10     private static final PacManSprites SPRITE_STORE = new PacManSprites();
11
12     1 usage
13     GhostFactory tempGhost = new GhostFactory(SPRITE_STORE);
14
15     no usages new *
16     @Test
17     void testGhostFactory(){
18
19         System.out.println("Value of createBlinky() : " + tempGhost.createBlinky());
20     }
21 }

```

Coverage: Tests in 'jpacman.test' x			
Element ▲	Class, %	Method, %	Line, %
▼ nl	25% (28/110)	12% (78/624)	10% (240/2320)
▼ tudelft	25% (28/110)	12% (78/624)	10% (240/2320)
▼ jpacman	25% (28/110)	12% (78/624)	10% (240/2320)
> board	20% (4/20)	9% (10/106)	9% (28/282)
> fuzzer	0% (0/2)	0% (0/12)	0% (0/64)
> game	0% (0/6)	0% (0/28)	0% (0/74)
> integration	0% (0/2)	0% (0/8)	0% (0/12)
> level	23% (6/26)	8% (14/156)	5% (36/702)
> npc	40% (8/20)	12% (12/94)	6% (34/486)
> points	0% (0/4)	0% (0/14)	0% (0/38)
> sprite	83% (10/12)	46% (42/90)	54% (142/260)
> ui	0% (0/12)	0% (0/62)	0% (0/254)
Launcher	0% (0/1)	0% (0/21)	0% (0/41)
LauncherSmokeTest	0% (0/1)	0% (0/4)	0% (0/29)
PacmanConfigurationException	0% (0/1)	0% (0/2)	0% (0/4)

src/main/java/nl/tudelft/jpacman/game/GhostFactory.java

```

1  package nl.tudelft.jpacman.game;
2
3
4  import nl.tudelft.jpacman.level.PlayerFactory;
5  import nl.tudelft.jpacman.sprite.PacManSprites;
6  import org.junit.jupiter.api.Test;
7
8  no usages new *
9  public class GameFactoryTest {
10     1 usage
11     private static final PacManSprites SPRITE_STORE = new PacManSprites();
12     1 usage
13     private PlayerFactory Factory = new PlayerFactory(SPRITE_STORE);
14     no usages new *
15     @Test
16     void testGameFactory(){
17         GameFactory GAME_FACTORY = new GameFactory(Factory);
18     }
19 }

```

Coverage: Tests in 'jpacman.test' ×			
Element ▲	Class, %	Method, %	Line, %
▼ nl	27% (30/110)	12% (80/624)	10% (246/2336)
▼ tudelft	27% (30/110)	12% (80/624)	10% (246/2336)
▼ jpacman	27% (30/110)	12% (80/624)	10% (246/2336)
> board	20% (4/20)	9% (10/106)	9% (28/282)
> fuzzer	0% (0/2)	0% (0/12)	0% (0/64)
> game	33% (2/6)	7% (2/28)	6% (6/90)
> integration	0% (0/2)	0% (0/8)	0% (0/12)
> level	23% (6/26)	8% (14/156)	5% (36/702)
> npc	40% (8/20)	12% (12/94)	6% (34/486)
> points	0% (0/4)	0% (0/14)	0% (0/38)
> sprite	83% (10/12)	46% (42/90)	54% (142/260)
> ui	0% (0/12)	0% (0/62)	0% (0/254)
Launcher	0% (0/1)	0% (0/21)	0% (0/41)
LauncherSmokeTest	0% (0/1)	0% (0/4)	0% (0/29)
PacmanConfigurationException	0% (0/1)	0% (0/2)	0% (0/4)

▼ src
> default-test
> main
▼ test
▼ java
▼ nl.tudelft.jpacman
> board
▼ game
GameFactoryTest
▼ level
PelletTest
PlayerTest
▼ npc.ghost
GhostFactoryTest
GhostMapParser
> resources

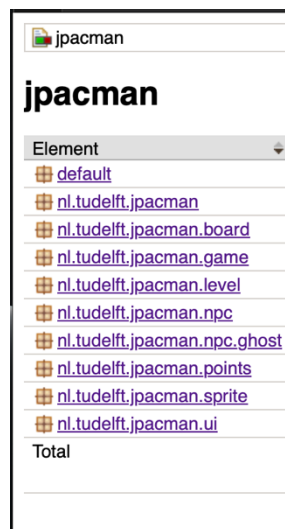
Task 3

Are the coverage results from JaCoCo similar to the ones you got from IntelliJ in the last task? Why so or why not?

The results obtained from the JaCoCo coverage tool differ from those previously obtained through IntelliJ in a prior task. The coverage results within IntelliJ are contingent upon various factors such as the type of coverage tool used, its configuration, the build process utilized, and the extent of test coverage within the codebase.

Did you find helpful the source code visualization from JaCoCo on uncovered branches?

Affirmative, I discovered that the JaCoCo coverage tool provides a visualization of the source code, specifically highlighting any uncovered branches. This information can be readily accessed as demonstrated in the following illustration:



Which visualization did you prefer and why? IntelliJ's coverage window or JaCoCo's report?

I found the JaCoCo coverage report to be preferable due to its convenient accessibility of information regarding uncovered branches, as well as its well-structured format. The report also employs a clear and effective color-coding scheme, utilizing red and white to display the coverage percentage as demonstrated below:

