Classes and packages that I think we should test

FreeCol.java(3.73)

Control:

inGameController.java(6.15)

preGameController.java(1.54)

GUI:

GUI.java(1.25)

canvas.java(2.20)

loadingSavedInfo.java(1.0)

freeColFarm.java(2.10)

swingGUI.java(1.25)

TilePopup.java(7.57)

TileViewer.java(4.00)

Action:

actionManager.java(1.19)

ReportTurnAction.java(1.00)

Menu:

DebugMenu.java(1.00)

Option:

FreeColActionUI.java(1.50)

Panel:

BuildingDetailPanel.java(9.00)

BuildingPanel.java(1.92)

BulidingToolTip.java(9.50)

BuildingQueuePanel.java(5.45)

CargoPanel.java(2.27)

ChartPanel.java(1.75)

ReportClassicColonyPanel.java(5.50)

ReportRequirementsPanel.java(5.77)

TerrainDetailPanel.java(3.50)

SavaDialog.java(2.50)

UnitButton.java(2.83)

UnitLabel.java(3.50)

WarehouseDialog.java(2.00)

Plaf

FreeColComboBoxRenderer.java(2.50)

FreeColLookAndFeel.java(1.46)

Video

VideoComponen.javat(1.28)