Classes and Packages that I will Be testing

Package Name Issue Number

Sound #17

SoundPlayer(1.19)

Util #18

RandomChoice(2.00)

RandomUtils(3.33)

Server #19

FreeColServer(2.22)

Server.Generator #20

MapGenerator(1.00)

MapLayerGenerator(1.00)

SimpleMapGenerator(5.91)

TerrainGenerator(8.76)

Server.Model #21

DiplomacySession (1.00)  
LootSession (1.00)  
MonarchSession (2.22)  
ServerBuilding (2.79)  
ServerColony (7.12)  
ServerColonyTile (2.20)  
ServerEurope (2.84)  
TradeSession (1.10)  
TransactionSession (1.62)

Gui #22

GUI (1.25)  
canvas (2.20)  
loadingSavedInfo (1.0)  
freeColFarm (2.10)  
swingGUI (1.25)  
TilePopup (7.57)  
TileViewer (4.00)

Networking #23

ClaimLandMessage (5.59),  
DiplomacyMessage (5.30),  
EmbarkMessage (3),  
MissionaryMessage (3.2),  
ReceivingThread (3.76)

Control #24

inGameController (6.15)  
preGameController (1.54)

Total number of classes 30