

Google CodePro – Metrics Complexity

- Controll Connector
 - ask was modified and created runErrorMsg took it down from an 8 to 6 created 3
 - joinMultiplayerGame → getState 13 → 3 & 11
 - StartSinglePlayerGame → configClient 8 → 6 & 2
 - Login -> askLogin 9 → 5 & 4
- FlagTest
 - itemStateChange → getFlags 8 → 1 & 7
 - getFlag → getFlagCheck 7 → 5 & 3
- FSGConverte
 - ConverttoXML → CreateXML 15 → 1, & 14
- ChangeSet
 - CollapseOK → GetCollapse 7 → 3 & 5
- FreeColDebugger
 - finishDebugRun → saveAndQuit 8 → 4 & 4

Google CodePro - Audits

- ServerDlayer – Empty Statement
- NameCache
- PathNode
- AiMaine
- ServerPlayer

FindBug

- InGameController
- Limit
- Range
- Options
- SelectOptions