ESOF 322 - PA 4

Team 11

JUnit Test Coverage Report

all classes]			
Overall Coverage Summary			
Package	Class, %	Method, %	Line, %
II classes	56.9% (29/ 51)	36.5% (81/ 222)	42.5% (705/ 1657)
overage Breakdown			
Package 📤	Class, %	Method, %	Line, %
esof322.pa4.team11	85.7% (6/ 7)	72.2% (13/ 18)	75% (39/ 52)
esof322.pa4.team11.Game	42.9% (3/7)	47.9% (23/ 48)	24.6% (102/ 415)
esof322.pa4.team11.Game.Board	100% (1/ 1)	100% (2/2)	90% (9/ 10)
esof322.pa4.team11.Game.Board.Card	100% (2/ 2)	100% (16/ 16)	79.8% (83/ 104)
esof322.pa4.team11.Game.Board.Pieces	100% (2/ 2)	100% (3/3)	100% (9/ 9)
esof322.pa4.team11.Game.Board.Tiles	100% (5/ 5)	100% (7/ 7)	100% (34/ 34)
esof322.pa4.team11.Game.Board.Tiles.Properties	100% (4/ 4)	66.7% (4/ 6)	93.4% (85/ 91)
		2.4% (2/ 83)	
esof322.pa4.team11.Game.UI	9.1% (1/11)		2.7% (14/ 525)
esof322.pa4.team11.Game.UI.Debug	0% (0/ 4)	0% (0/ 8)	0% (0/ 15)
esof322.pa4.team11.Game.Util	100% (5/ 5)	68.8% (11/ 16)	98.5% (330/ 335)
esof322.pa4.team11.GameOver	0% (0/ 1)	0% (0/ 2)	0% (0/ 3)
esof322.pa4.team11.Menu	0% (0/ 2)	0% (0/ 13)	0% (0/ 64)
all classes] [esof322,pa4.team11]			
Coverage Summary for Package: esof322.pa4.team11			
Package	Class, %	Method, %	Line, %
Раскаде esof322.pa4.team11	85.7% (6/ 7)	72.2% (13/ 18)	75% (39/ 52)
301366-part-(CGIIIII	03.770 (0/ 7)	12.270 (13/ 10)	1370 (37) 32)
Class A	Class, %	Method, %	Line, %
AbstractGameFactory	100% (2/ 2)	100% (4/ 4)	100% (10/ 10)
GameSettings	100% (1/1)	100% (1/1)	100% (3/3)
MonopolyManager	0% (0/ 1)	0% (0/ 5)	0% (0/ 13)
OverwatchMonopolyGameFactory	100% (1/1)	100% (3/3)	100% (12/ 12)
StandardMonopolyGameFactory	100% (1/1)	100% (3/3)	100% (12/ 12)
Theme	100% (1/ 1)	100% (2/ 2)	100% (2/ 2)
mone	200 /0 (1/ 1)	20010 (2) 2)	20070 (2) 2)
[all classes] [esof322.pa4.team11.Game]			
	mo		
Coverage Summary for Package: esof322.pa4.team11.Ga			
Package	Class, %	Method, %	Line, %
esof322.pa4.team11.Game	42.9% (3/ 7)	47.9% (23/ 48)	24.6% (102/ 415)
Class A	Class, %	Method, %	Line, %
	Class, % 100% (1/ 1)	Method, % 100% (6/ 6)	Line, % 100% (27/ 27)
GameBoard	100% (1/ 1)		
GameBoard MonopolyGame	100% (1/ 1) 50% (1/ 2)	100% (6/ 6) 20% (2/ 10)	100% (27/ 27) 16.7% (11/ 66)
GameBoard MonopolyGame Player	100% (1/ 1) 50% (1/ 2) 100% (1/ 1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64)
GameBoard MonopolyGame Player TurnManager	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256)
GameBoard MonopolyGame Player TurnManager	100% (1/ 1) 50% (1/ 2) 100% (1/ 1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64)
GameBoard MonopolyGame Player TurnManager	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256)
GameBoard MonopolyGame Player TurnManager TurnPhase	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256)
GameBoard MonopolyGame Player TurnManager TurnPhase all classes] [esof322,pa4.team11.Game.Board]	100% (1/1) 50% (1/2) 100% (1/1) 0% (0/2) 0% (0/1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256)
GameBoard MonopolyGame Player TurnManager TurnPhase all classes] [esof322,pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga	100% (1/1) 50% (1/2) 100% (1/1) 0% (0/2) 0% (0/1) me.Board	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 2)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2)
GameBoard MonopolyGame Player TurnManager TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 1) me.Board Class, %	100% (c/y 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 2) Method, %	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2)
GameBoard MonopolyGame Player TurnManager TurnPhase all classes] [esof322,pa4.team11.Game.Board] Doverage Summary for Package: esof322,pa4.team11.Game.Board]	100% (1/1) 50% (1/2) 100% (1/1) 0% (0/2) 0% (0/1) me.Board	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 2)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2)
GameBoard MonopolyGame Player TurnManager TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 1) me.Board Class, %	100% (c/y 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 2) Method, %	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2)
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GameBoard MonopolyGame Player TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package Sosf322.pa4.team11.Game.Board	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 1) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1)	100% (c/j 6) 20% (2/10) 100% (15/15) 0% (0/15) 0% (0/15) 0% (0/2) Method, % 100% (2/2)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10)
GameBoard MonopolyGame Player TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package sosf322.pa4.team11.Game.Board	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 2) Method, %6 100% (2/ 2)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10)
GameBoard MonopolyGame Player TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package ssof322.pa4.team11.Game.Board Class *	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 2) Method, %6 100% (2/ 2)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10)
GameBoard MonopolyGame Palayer TurnManager TurnMhanager TurnPhase all classes] [esof322,pa4.team11.Game.Board] Overage Summary for Package; esof322.pa4.team11.Ga Package sof322,pa4.team11.Game.Board Class * Tile all classes] [esof322,pa4.team11.Game.Board.Card]	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 2) Method, %6 100% (2/ 2)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10)
SameBoard donopolyGame lalyer FurnManager FurnPhase all classes] [esof322,pa4.team11.Game.Board] coverage Summary for Package; esof322,pa4.team11.Ga Package sof322,pa4.team11.Game.Board classes lile all classes] [esof322,pa4.team11.Game.Board.Card]	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 2) Method, %6 100% (2/ 2)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10)
GameBoard MonopolyGame Palayer TurnManager TurnManager TurnPhase all classes] [esof322,pa4.team11.Game.Board] Coverage Summary for Package: esof322,pa4.team11.Game.Board Classe all classes] [esof322,pa4.team11.Game.Board Classe A Title all classes] [esof322,pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322,pa4.team11.Game.Board.Card]	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 2) Method, %6 100% (2/ 2)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10)
SameBoard donopolyGame layer TurnManager TurnManager TurnPhase all classes] [esof322.pa4.team11.Game.Board] toverage Summary for Package: esof322.pa4.team11.Ga lackage sof322.pa4.team11.Game.Board class * lile all classes] [esof322.pa4.team11.Game.Board.Card] toverage Summary for Package: esof322.pa4.team11.Game.Board.Card]	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (1/ 1) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1)	100% (c/y 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 15) 0% (0/ 2) Method, % 100% (2/ 2) Method, % 100% (2/ 2)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, %6 90% (9/ 10)
SameBoard donopolyGame layer TurnManager TurnManager TurnPhase all classes] [esof322.pa4.team11.Game.Board] toverage Summary for Package: esof322.pa4.team11.Ga lackage sof322.pa4.team11.Game.Board class * lile all classes] [esof322.pa4.team11.Game.Board.Card] toverage Summary for Package: esof322.pa4.team11.Game.Board.Card]	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 1) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, %	100% (c/y 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 2) Method, % 100% (2/ 2) Method, % 100% (2/ 2)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10)
SameBoard donopolyGame layer FurnManager FurnPhase all classes] [esof322.pa4.team11.Game.Board] doverage Summary for Package: esof322.pa4.team11.Ga lackage sof322.pa4.team11.Game.Board class ^ ile all classes] [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card]	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (2/ 2)	100% (c/f c) 20% (2/10) 100% (15/15) 0% (0/15) 0% (0/2) Method, % 100% (2/2) Method, % 100% (2/2)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 90% (83/ 104)
GameBoard MonopolyGame Palayer TurnManager TurnManager TurnPhase all classes] [esof322,pa4.team11.Game.Board] Coverage Summary for Package; esof322,pa4.team11.Game.Board Classe * Title all classes] [esof322,pa4.team11.Game.Board Classe * Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (2/ 2)	100% (c/y 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 15) 0% (0/ 2) Method, % 100% (2/ 2) Method, % 100% (2/ 2) Method, % 100% (16/ 16)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 79.8% (83/ 104) Line, %
GameBoard MonopolyGame Palayer TurnManager TurnManager TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package Esof322.pa4.team11.Game.Board Class * Ille all classes] [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card]	100% (1/ 1) 50% (1/ 2) 1100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (2/ 2)	100% (c/f c) 20% (2/10) 100% (15/15) 0% (0/15) 0% (0/15) 0% (0/2) Method, % 100% (2/2) Method, % 100% (2/2) Method, % 100% (16/16) Method, % 100% (2/2)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (64/ 64) 0% (6/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 79.8% (83/ 104) Line, % 10% (5/ 5)
GameBoard MonopolyGame Player TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board Class * Tile all classes] [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card]	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (2/ 2)	100% (c/y 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 15) 0% (0/ 2) Method, % 100% (2/ 2) Method, % 100% (2/ 2) Method, % 100% (16/ 16)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 79.8% (83/ 104) Line, %
GameBoard MonopolyGame Player TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board Class * Tile [all classes] [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card]	100% (1/ 1) 50% (1/ 2) 1100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (2/ 2)	100% (c/f c) 20% (2/10) 100% (15/15) 0% (0/15) 0% (0/15) 0% (0/2) Method, % 100% (2/2) Method, % 100% (2/2) Method, % 100% (16/16) Method, % 100% (2/2)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (64/ 64) 0% (6/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 79.8% (83/ 104) Line, % 10% (5/ 5)
GameBoard MonopolyGame Player TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board Class * Tile [all classes] [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board.Card	100% (1/ 1) 50% (1/ 2) 1100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (2/ 2)	100% (c/f c) 20% (2/10) 100% (15/15) 0% (0/15) 0% (0/15) 0% (0/2) Method, % 100% (2/2) Method, % 100% (2/2) Method, % 100% (16/16) Method, % 100% (2/2)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (64/ 64) 0% (6/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 79.8% (83/ 104) Line, % 10% (5/ 5)
GameBoard MonopolyGame Player TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board Class * Title all classes] [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Class * Clas	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (1/ 1) Class, % 100% (1/ 1)	100% (c/f c) 20% (2/10) 100% (15/15) 0% (0/15) 0% (0/15) 0% (0/2) Method, % 100% (2/2) Method, % 100% (2/2) Method, % 100% (16/16) Method, % 100% (2/2)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (64/ 64) 0% (6/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 79.8% (83/ 104) Line, % 10% (5/ 5)
GameBoard MonopolyGame Player TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board Class * Title (all classes) [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board.Card Class * Card Deed (all classes] [esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces]	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (1/ 1) me.Board.Card class, % 100% (1/ 1) me.Board.Card	100% (c/s 6) 20% (2/10) 100% (15/15) 0% (0/15) 0% (0/15) 0% (0/2) Method, % 100% (2/2) Method, % 100% (2/2) Method, % 100% (16/16) Method, % 100% (16/16)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 90% (83/ 104) Line, % 100% (5/ 5) 78.8% (78/ 99)
GameBoard MonopolyGame Player TurnManager TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package ssof322.pa4.team11.Game.Board Class * Class [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Class * Card Deed (all classes] [esof322.pa4.team11.Game.Board.Pleces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pleces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pleces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pleces]	100% (1/1) 50% (1/2) 100% (1/1) 100% (1/1) 100% (1/1) 0% (0/2) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (1/1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 15) 0% (0/ 2) Method, % 100% (2/ 2) Method, % 100% (2/ 2) Method, % 100% (16/ 16) Method, % 100% (16/ 16)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 79.8% (83/ 104) Line, % 100% (5/ 5) 78.8% (78/ 99)
SameBoard donopolyGame lalyer FurnManager FurnManager FurnPhase all classes] [esof322.pa4.team11.Game.Board] toverage Summary for Package: esof322.pa4.team11.Ga Package sof322.pa4.team11.Game.Board classes * iile all classes] [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Ga Package sof322.pa4.team11.Game.Board.Card class * Card classes [esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces]	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (1/ 1) me.Board.Card class, % 100% (1/ 1) me.Board.Card	100% (c/s 6) 20% (2/10) 100% (15/15) 0% (0/15) 0% (0/15) 0% (0/2) Method, % 100% (2/2) Method, % 100% (2/2) Method, % 100% (16/16) Method, % 100% (16/16)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 90% (83/ 104) Line, % 100% (5/ 5) 78.8% (78/ 99)
SameBoard donopolyGame lalyer FurnManager FurnManager FurnPhase all classes] [esof322.pa4.team11.Game.Board] toverage Summary for Package: esof322.pa4.team11.Ga Package sof322.pa4.team11.Game.Board classes * iile all classes] [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Ga Package sof322.pa4.team11.Game.Board.Card class * Card classes [esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces]	100% (1/1) 50% (1/2) 100% (1/1) 100% (1/1) 100% (1/1) 0% (0/2) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (0/1) 0% (1/1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 15) 0% (0/ 2) Method, % 100% (2/ 2) Method, % 100% (2/ 2) Method, % 100% (16/ 16) Method, % 100% (16/ 16)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 79.8% (83/ 104) Line, % 100% (5/ 5) 78.8% (78/ 99)
SameBoard flonopolyGame layer furnManager furnManager furnManager furnManager for Package: esof322.pa4.team11.Game.Board] flooverage Summary for Package: esof322.pa4.team11.Ga flass flight flooverage Summary for Package: esof322.pa4.team11.Game.Board.Card] flooverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces] flooverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces] flooverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces]	100% (1/1) 50% (1/2) 100% (1/1) 0% (0/2) 100% (1/1) 0% (0/2) 0% (0/1) me.Board Class, % 100% (1/1) Class, % 100% (1/1) me.Board.Card class, % 100% (1/1) me.Board.Card class, % 100% (1/1) class, % 100% (1/1) me.Board.Card class, % 100% (2/2)	100% (c/y 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 15) 0% (0/ 2) Method, % 100% (2/ 2) Method, % 100% (2/ 2) Method, % 100% (16/ 16) Method, % 100% (18/ 14) Method, % 100% (18/ 16)	10% (27/ 27) 16.7% (11/ 66) 10% (64/ 64) 0% (64/ 64) 0% (64/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 79.8% (83/ 104) Line, % 10% (5/ 5) 78.8% (78/ 99) Line, % 10% (9/ 9)
GameBoard MonopolyGame Palayer TurmPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board Class * Tile all classes] [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card Class * C	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (1/ 1) me.Board.Card Class, % 100% (1/ 1) me.Board.Card Class, % 100% (1/ 1) class, % 100% (2/ 2)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 15) 0% (0/ 2) Method, % 100% (2/ 2) Method, % 100% (16/ 16) Method, % 100% (14/ 14) Method, % 100% (3/ 3) Method, %	100% (27/ 27) 16.7% (11/66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 50% (9/ 10) Line, % 100% (8/ 3) 104) Line, % 100% (78/ 99) Line, % 100% (9/ 9)
Class A GameBoard MonopolyGame Player TurnManager TurnPhase all classes] [esof322,pa4.team11.Game.Board] Coverage Summary for Package: esof322,pa4.team11.Ga package esof322,pa4.team11.Game.Board Class A Tile [all classes] [esof322,pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Ga package esof322,pa4.team11.Game.Board.Card Class A Card Deed [all classes] [esof322,pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board.Pieces	100% (1/1) 50% (1/2) 100% (1/1) 100% (1/1) 100% (1/1) 0% (0/2) 0% (0/2) 0% (0/1)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 15) 0% (0/ 2) Method, % 100% (2/ 2) Method, % 100% (2/ 2) Method, % 100% (16/ 16) Method, % 100% (2/ 3) Method, % 100% (3/ 3) Method, % 100% (3/ 3)	100% (27/ 27) 16.7% (11/ 66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 90% (9/ 10) Line, % 100% (5/ 5) 78.8% (78/ 99) Line, % 100% (9/ 9) Line, % 100% (9/ 9)
GameBoard MonopolyGame Player TurnPhase all classes] [esof322.pa4.team11.Game.Board] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board Class * Tile all classes] [esof322.pa4.team11.Game.Board.Card] Coverage Summary for Package: esof322.pa4.team11.Ga Package esof322.pa4.team11.Game.Board.Card Class * Card Deed [all classes] [esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces] Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces]	100% (1/ 1) 50% (1/ 2) 100% (1/ 1) 0% (0/ 2) 0% (0/ 2) 0% (0/ 1) me.Board Class, % 100% (1/ 1) Class, % 100% (1/ 1) me.Board.Card Class, % 100% (1/ 1) me.Board.Card Class, % 100% (1/ 1) me.Board.Card Class, % 100% (1/ 1) class, % 100% (2/ 2)	100% (6/ 6) 20% (2/ 10) 100% (15/ 15) 0% (0/ 15) 0% (0/ 15) 0% (0/ 2) Method, % 100% (2/ 2) Method, % 100% (16/ 16) Method, % 100% (14/ 14) Method, % 100% (3/ 3) Method, %	100% (27/ 27) 16.7% (11/66) 100% (64/ 64) 0% (0/ 256) 0% (0/ 2) Line, % 90% (9/ 10) Line, % 50% (9/ 10) Line, % 100% (8/ 3) 104) Line, % 100% (78/ 99) Line, % 100% (9/ 9)

[all classes] [esof322.pa4.team11.Game.Board.Tiles]

Coverage Summary for Packa	age: esof322.pa4	ı4.team11.Game	Board, Tiles
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Package	Class, %	Method, %	Line, %	
esof322.pa4.team11.Game.Board.Tiles	100% (5/ 5)	100% (7/ 7)	100% (34/ 34)	
Class A	Class, %	Method, %	Line, %	
Property	100% (1/1)	100% (1/ 1)	100% (4/ 4)	
SpecialTile	100% (2/ 2)	100% (2/ 2)	100% (26/ 26)	
SpecialTileTypes	100% (1/1)	100% (2/ 2)	100% (2/ 2)	
TileOrientation	100% (1/1)	100% (2/ 2)	100% (2/ 2)	

[all classes] [esof322.pa4.team11.Game.Board.Tiles.Properties]

Coverage Summary for Package: esof322.pa4.team11.Game.Board.Tiles.Properties

Package	Class, %	Method, %	Line, %
esof322.pa4.team11.Game.Board.Tiles.Properties	100% (4/4)	66.7% (4/ 6)	93.4% (85/ 91)
Class A	Class 06	Mathad 06	Line 06
Class A	Class, %	Method, %	Line, %
Class A	Class, % 100% (1/ 1)	Method, % 100% (1/ 1)	Line, % 100% (10/ 10)

100% (1/1)

100% (10/ 10)

100% (1/1)

[all classes] [esof322.pa4.team11.Game.UI]

Coverage Summary for Package: esof322.pa4.team11.Game.UI

Package	Class, %	Method, %	Line, %	
esof322.pa4.team11.Game.UI	9.1% (1/ 11)	2.4% (2/ 83)	2.7% (14/ 525)	
Class A	Class, %	Method, %	Line, %	
AskBuyController	0% (0/ 1)	0% (0/ 5)	0% (0/ 27)	
AuctionController	0% (0/ 1)	0% (0/ 9)	0% (0/ 90)	
ChanceController	0% (0/ 1)	0% (0/ 4)	0% (0/ 7)	
ChestController	0% (0/ 1)	0% (0/ 4)	0% (0/ 7)	
GameWindowController	50% (1/2)	5.6% (2/ 36)	5.5% (14/ 254)	
JailController	0% (0/ 1)	0% (0/ 6)	0% (0/ 13)	
MortgagePropertiesController	0% (0/ 2)	0% (0/ 9)	0% (0/ 41)	
UpgradePropertiesController	0% (0/ 2)	0% (0/ 10)	0% (0/ 86)	

[all classes] [esof322.pa4.team11.Game.UI.Debug]

Coverage Summary for Package: esof322.pa4.team11.Game.UI.Debug

Package	Class, %	Method, %	Line, %	
esof322.pa4.team11.Game.UI.Debug	0% (0/ 4)	0% (0/8)	0% (0/ 15)	
Class A	Class, %	Method, %	Line, %	
DebugController	0% (0/4)	0% (0/.8)	0% (0/ 15)	

[all classes] [esof322.pa4.team11.Game.Util]

Coverage Summary for Package: esof322.pa4.team11.Game.Util Package

Package	Class, %	Method, %	Line, %
esof322.pa4.team11.Game.Util	100% (5/ 5)	68.8% (11/ 16)	98.5% (330/ 335)
Class A	Class, %	Method, %	Line, %
BoardBuilder	100% (1/1)	66.7% (2/3)	99.2% (122/ 123)
CardBuilder	100% (1/1)	66.7% (2/3)	97.1% (34/ 35)
ThemedBoardBuilder	100% (1/1)	66.7% (2/3)	99.2% (122/ 123)
ThemedCardBuilder	100% (1/1)	66.7% (2/3)	97.1% (34/ 35)
			94.7% (18/ 19)

[all classes] [esof322.pa4.team11.GameOver]

Coverage Summary for Package: esof322.pa4.team11.GameOver

Package	Class, %	Method, %	Line, %	
esof322.pa4.team11.GameOver	0% (0/ 1)	0% (0/ 2)	0% (0/3)	
Class A	Class, %	Method, %	Line, %	
GamaOverController	0% (0/ 1)	0% (0/ 2)	0% (0/3)	

Coverage Summary for Package: esof322.pa4.team11.Menu

Class, %	Method, %	Line, %
0% (0/ 2)	0% (0/ 13)	0% (0/ 64)
Class 06	Makhad 06	Line Of
Class, %	method, %	Line, %
0% (0/1)	0% (0/4)	0% (0/ 28)
0% (0/1)	0% (0/9)	0% (0/ 36)
	Class, % 0% (0/ 1)	0% (0/ 2) 0% (0/ 13) Class, % Method, % 0% (0/ 1) 0% (0/ 4)