

ESOF 322 - PA 4

Team 11

JUnit Test Coverage Report

[all classes]

Overall Coverage Summary

Package	Class, %	Method, %	Line, %
all classes	56.9% (29/ 51)	36.5% (81/ 222)	42.5% (705/ 1657)

Coverage 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)
esof322.pa4.team11.Game.UI	9.1% (1/ 11)	2.4% (2/ 83)	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.Game.Over	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, %
esof322.pa4.team11	85.7% (6/ 7)	72.2% (13/ 18)	75% (39/ 52)

Class ^	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)

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

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

Package	Class, %	Method, %	Line, %
esof322.pa4.team11.Game	42.9% (3/ 7)	47.9% (23/ 48)	24.6% (102/ 415)

Class ^	Class, %	Method, %	Line, %
GameBoard	100% (1/ 1)	100% (6/ 6)	100% (27/ 27)
MonopolyGame	50% (1/ 2)	20% (2/ 10)	16.7% (11/ 66)
Player	100% (1/ 1)	100% (15/ 15)	100% (64/ 64)
TurnManager	0% (0/ 2)	0% (0/ 15)	0% (0/ 256)
TurnPhase	0% (0/ 1)	0% (0/ 2)	0% (0/ 2)

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

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

Package	Class, %	Method, %	Line, %
esof322.pa4.team11.Game.Board	100% (1/ 1)	100% (2/ 2)	90% (9/ 10)

Class ^	Class, %	Method, %	Line, %
Tile	100% (1/ 1)	100% (2/ 2)	90% (9/ 10)

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

Coverage Summary for Package: esof322.pa4.team11.Game.Board.Card

Package	Class, %	Method, %	Line, %
esof322.pa4.team11.Game.Board.Card	100% (2/ 2)	100% (16/ 16)	79.8% (83/ 104)

Class ^	Class, %	Method, %	Line, %
Card	100% (1/ 1)	100% (2/ 2)	100% (5/ 5)
Deed	100% (1/ 1)	100% (14/ 14)	78.8% (78/ 99)

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

Coverage Summary for Package: esof322.pa4.team11.Game.Board.Pieces

Package	Class, %	Method, %	Line, %
esof322.pa4.team11.Game.Board.Pieces	100% (2/ 2)	100% (3/ 3)	100% (9/ 9)

Class ^	Class, %	Method, %	Line, %
Token	100% (1/ 1)	100% (1/ 1)	100% (7/ 7)
TokenTypes	100% (1/ 1)	100% (2/ 2)	100% (2/ 2)

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

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

Package	Class, %	Method, %	Line, %
esof322.pa4.team11.Game.Board.Tiles	100% (5/ 5)	100% (7/ 7)	100% (34/ 34)

Class 	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 	Class, %	Method, %	Line, %
Railroad	100% (1/ 1)	100% (1/ 1)	100% (10/ 10)
StandardProperty	100% (2/ 2)	50% (2/ 4)	91.5% (65/ 71)
Utility	100% (1/ 1)	100% (1/ 1)	100% (10/ 10)

[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 	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 	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	Class, %	Method, %	Line, %
esof322.pa4.team11.Game.Util	100% (5/ 5)	68.8% (11/ 16)	98.5% (330/ 335)

Class 	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)
TokenMap	100% (1/ 1)	75% (3/ 4)	94.7% (18/ 19)

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

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

Package	Class, %	Method, %	Line, %
esof322.pa4.team11.Game.Over	0% (0/ 1)	0% (0/ 2)	0% (0/ 3)

Class 	Class, %	Method, %	Line, %
GameOverController	0% (0/ 1)	0% (0/ 2)	0% (0/ 3)

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

Package	Class, %	Method, %	Line, %
esof322.pa4.team11.Menu	0% (0/ 2)	0% (0/ 13)	0% (0/ 64)

Class 	Class, %	Method, %	Line, %
Menu	0% (0/ 1)	0% (0/ 4)	0% (0/ 28)
MenuController	0% (0/ 1)	0% (0/ 9)	0% (0/ 36)