SWE2 Project – Hugo WALTER

***STEP 2 :***

Check CC Manual Calculation.xlxs file

***STEP 2 :***

**Execution of the CC calculation on the sample project:**

++++++++++++ Calculating Cyclomatic Complexity... ++++++++++++

++++++++++++++++ PACKAGE ++++++++++++++++

++++++++++++++++ Pong ++++++++++++++++

Ca: 0 Ce: 0

contains: [Pong.AIPaddle, Pong.Ball, Pong.HumanPaddle, Pong.Paddle, Pong.Tennis]

ext. dep.: []

int. dep.: []

++++++++++++++++ CLASSES ++++++++++++++++

Pong.AIPaddle

concrete class

LOC: 28 WMC: 7

import: [Pong.Ball, Pong.Paddle]

Pong.Ball

concrete class

LOC: 41 WMC: 17

import: [Pong.Ball, Pong.Paddle]

Pong.HumanPaddle

concrete class

LOC: 43 WMC: 15

import: [Pong.Paddle]

Pong.Paddle

interface

LOC: 5 WMC: 3

import: []

Pong.Tennis

concrete class

LOC: 83 WMC: 18

import: [Pong.AIPaddle, Pong.Ball, Pong.HumanPaddle, Pong.Tennis]

++++++++++++++++ PACKAGE ++++++++++++++++

++++++++++++++++ Snake ++++++++++++++++

Ca: 0 Ce: 0

contains: [Snake.Point, Snake.Snake, Snake.SnakeGame, Snake.Token]

ext. dep.: []

int. dep.: []

++++++++++++++++ CLASSES ++++++++++++++++

Snake.Point

concrete class

LOC: 23 WMC: 6

import: []

Snake.Snake

concrete class

LOC: 73 WMC: 21

import: [Snake.Point, Snake.Snake]

Snake.SnakeGame

concrete class

LOC: 96 WMC: 30

import: [Snake.Snake, Snake.SnakeGame, Snake.Token]

Snake.Token

concrete class

LOC: 31 WMC: 9

import: [Snake.Snake, Snake.Token]

++++++++++++ Done ++++++++++++

***STEP 4 :***

**Plugin Manual Tutorial**

**Right Click CCPlugin -> Run as -> Eclipse Application**

**Import Games Project into this environment**

**The plugin will display the same output as the Step 2.**