


Overall Coverage Summary


Package	Class, %	Method, %	Line, %
all classes	85.2% (52/ 61)	64.4% (112/ 174)	64.4% (405/ 629)

Coverage Breakdown

Package 	Class, %	Method, %	Line, %
com.cs414.monopoly.desktop	0% (0/ 1)	0% (0/ 2)	0% (0/ 7)
com.cs414.monopoly.entities	75% (6/ 8)	55.9% (19/ 34)	61.5% (64/ 104)
com.cs414.monopoly.game	100% (8/ 8)	70.4% (19/ 27)	58.4% (59/ 101)
com.cs414.monopoly.groups	100% (1/ 1)	71.4% (5/ 7)	85.7% (48/ 56)
com.cs414.monopoly.spaces	100% (22/ 22)	83% (44/ 53)	84.6% (115/ 136)
com.cs414.monopoly.ui	71.4% (15/ 21)	49% (25/ 51)	52.9% (119/ 225)


Coverage Summary for Package: com.cs414.monopoly.desktop

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.desktop	0% (0/ 1)	0% (0/ 2)	0% (0/ 7)

Class 	Class, %	Method, %	Line, %
DesktopLauncher	0% (0/ 1)	0% (0/ 2)	0% (0/ 7)


Coverage Summary for Package: com.cs414.monopoly.entities

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.entities	75% (6/ 8)	55.9% (19/ 34)	61.5% (64/ 104)

Class 	Class, %	Method, %	Line, %
GetOutOfJailFree	100% (1/ 1)	50% (3/ 6)	33.3% (5/ 15)
LotProperty	100% (1/ 1)	100% (4/ 4)	100% (12/ 12)
Man	0% (0/ 2)	0% (0/ 6)	0% (0/ 17)
Player	100% (1/ 1)	45.5% (5/ 11)	68.3% (28/ 41)
Property	100% (1/ 1)	100% (3/ 3)	100% (12/ 12)
RailroadProperty	100% (1/ 1)	100% (2/ 2)	100% (3/ 3)
UtilityProperty	100% (1/ 1)	100% (2/ 2)	100% (4/ 4)


Coverage Summary for Package: com.cs414.monopoly.game

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.game	100% (8/ 8)	70.4% (19/ 27)	58.4% (59/ 101)

Class 	Class, %	Method, %	Line, %
GameState	100% (1/ 1)	83.3% (10/ 12)	94.4% (34/ 36)
Helpers	100% (1/ 1)	66.7% (2/ 3)	85.7% (6/ 7)
InJail	100% (1/ 1)	50% (1/ 2)	50% (1/ 2)
Monopoly	100% (1/ 1)	33.3% (1/ 3)	4.2% (1/ 24)
PostRollState	100% (1/ 1)	100% (2/ 2)	100% (5/ 5)
PreRollState	100% (1/ 1)	50% (1/ 2)	13.3% (2/ 15)
RollContext	100% (1/ 1)	50% (1/ 2)	80% (8/ 10)
TurnState	100% (1/ 1)	100% (1/ 1)	100% (2/ 2)


Coverage Summary for Package: com.cs414.monopoly.groups

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.groups	100% (1/ 1)	71.4% (5/ 7)	85.7% (48/ 56)

Class 	Class, %	Method, %	Line, %
Board	100% (1/ 1)	71.4% (5/ 7)	85.7% (48/ 56)

Coverage Summary for Package: com.cs414.monopoly.spaces

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.spaces	100% (22/ 22)	83% (44/ 53)	84.6% (115/ 136)

Class 	Class, %	Method, %	Line, %
AbstractSpace	100% (3/ 3)	100% (14/ 14)	100% (42/ 42)
Chance	100% (1/ 1)	100% (2/ 2)	100% (3/ 3)
Chest	100% (1/ 1)	100% (2/ 2)	100% (3/ 3)
FreeParking	100% (1/ 1)	50% (1/ 2)	66.7% (2/ 3)
Go	100% (1/ 1)	100% (2/ 2)	100% (3/ 3)
Jail	100% (1/ 1)	100% (2/ 2)	100% (3/ 3)
Lot	100% (2/ 2)	66.7% (2/ 3)	71.4% (5/ 7)
PropertySpace	100% (2/ 2)	42.9% (3/ 7)	37.5% (6/ 16)
Railroad	100% (2/ 2)	66.7% (2/ 3)	71.4% (5/ 7)
SpaceFactory	100% (3/ 3)	85.7% (6/ 7)	86.7% (26/ 30)
Tax	100% (1/ 1)	100% (2/ 2)	100% (6/ 6)
TaxType	100% (1/ 1)	100% (2/ 2)	100% (3/ 3)
ToJail	100% (1/ 1)	100% (2/ 2)	100% (3/ 3)
Utility	100% (2/ 2)	66.7% (2/ 3)	71.4% (5/ 7)

Coverage Summary for Package: com.cs414.monopoly.ui

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.ui	71.4% (15/ 21)	49% (25/ 51)	52.9% (119/ 225)

Class ▲	Class, %	Method, %	Line, %
BlankDialog	50% (1/ 2)	33.3% (2/ 6)	36.8% (7/ 19)
CurrentPlayerInfo	100% (1/ 1)	100% (2/ 2)	100% (14/ 14)
DialogueContext	100% (1/ 1)	100% (2/ 2)	100% (4/ 4)
Die	100% (1/ 1)	50% (1/ 2)	60% (6/ 10)
LotDialog	33.3% (1/ 3)	16.7% (1/ 6)	13% (3/ 23)
MonopolySkin	100% (1/ 1)	100% (1/ 1)	100% (4/ 4)
PropertyDialog	100% (4/ 4)	53.8% (7/ 13)	56.1% (37/ 66)
RailroadDialog	0% (0/ 1)	0% (0/ 1)	0% (0/ 2)
RollDiceButton	100% (2/ 2)	33.3% (2/ 6)	27.3% (6/ 22)
RollDiceGroup	100% (1/ 1)	75% (3/ 4)	85% (17/ 20)
TaxDialog	66.7% (2/ 3)	57.1% (4/ 7)	53.8% (21/ 39)
UtilityDialog	0% (0/ 1)	0% (0/ 1)	0% (0/ 2)