Overall Coverage Summary

Package	Class, %	Method, %	Line, %
all classes	94.2% (114/ 121)	69.4% (268/ 386)	70% (1206/ 1722)

Coverage Breakdown

Package ▲	Class, %	Method, %	Line, %
com.cs414.monopoly.desktop	0% (0/ 1)	0% (0/ 2)	0% (0/ 8)
com.cs414.monopoly.entities	100% (6/ 6)	94.9% (37/ 39)	90% (171/ 190)
com.cs414.monopoly.game	100% (8/ 8)	80.6% (25/ 31)	70.7% (94/ 133)
com.cs414.monopoly.groups	100% (1/ 1)	88.9% (8/ 9)	93.9% (62/ 66)
com.cs414.monopoly.spaces	100% (23/ 23)	78.6% (44/ 56)	74.1% (137/ 185)
com.cs414.monopoly.stages	100% (7/ 7)	67.9% (19/ 28)	68.9% (42/ 61)
com.cs414.monopoly.ui	100% (12/ 12)	72.2% (26/ 36)	62.8% (49/ 78)
com.cs414.monopoly.ui.auction	83.3% (5/ 6)	45.8% (11/ 24)	54.5% (67/ 123)
com.cs414.monopoly.ui.debug	100% (4/ 4)	33.3% (4/ 12)	26.1% (18/ 69)
com.cs414.monopoly.ui.dialog	88.5% (23/ 26)	62.7% (42/ 67)	68.2% (234/ 343)
com.cs414.monopoly.ui.dice	100% (4/ 4)	72.7% (8/ 11)	64.8% (35/ 54)
com.cs414.monopoly.ui.playerhud	71.4% (5/ 7)	55.6% (15/ 27)	72.4% (92/ 127)
com.cs414.monopoly.ui.playerhud.scoreboard	100% (6/ 6)	60% (9/ 15)	77.4% (72/ 93)
com.cs414.monopoly.ui.setup	100% (4/ 4)	69.2% (9/ 13)	72.1% (62/ 86)
com.cs414.monopoly.ui.trade	100% (6/ 6)	68.8% (11/ 16)	67% (71/ 106)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.desktop	0% (0/ 1)	0% (0/ 2)	0% (0/ 8)

Class ▲	Class, %	Method, %	Line, %
DesktopLauncher	0% (0/ 1)	0% (0/ 2)	0% (0/ 8)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.entities	100% (6/ 6)	94.9% (37/ 39)	90% (171/ 190)

Class ▲	Class, %	Method, %	Line, %
GetOutOfJailFree	100% (1/ 1)	100% (6/ 6)	81.2% (13/ 16)
LotProperty	100% (1/ 1)	100% (9/ 9)	91.1% (51/ 56)
Player	100% (1/ 1)	87.5% (14/ 16)	89.1% (82/ 92)
Property	100% (1/ 1)	100% (4/ 4)	95% (19/ 20)
RailroadProperty	100% (1/ 1)	100% (2/ 2)	100% (3/ 3)
UtilityProperty	100% (1/ 1)	100% (2/ 2)	100% (3/ 3)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.game	100% (8/ 8)	80.6% (25/ 31)	70.7% (94/ 133)

Class ▲	Class, %	Method, %	Line, %
GameState	100% (1/ 1)	87.5% (14/ 16)	75.9% (44/ 58)
Helpers	100% (1/ 1)	66.7% (2/ 3)	85.7% (6/ 7)
InJail	100% (1/ 1)	100% (2/ 2)	100% (12/ 12)
Monopoly	100% (1/ 1)	50% (1/ 2)	17.6% (3/ 17)
PostRollState	100% (1/ 1)	100% (2/ 2)	85.7% (6/ 7)
PreRollState	100% (1/ 1)	100% (2/ 2)	72.2% (13/ 18)
RollContext	100% (1/ 1)	33.3% (1/ 3)	66.7% (8/ 12)
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)	88.9% (8/ 9)	93.9% (62/ 66)

Class ▲	Class, %	Method, %	Line, %
Board	100% (1/ 1)	88.9% (8/ 9)	93.9% (62/ 66)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.spaces	100% (23/ 23)	78.6% (44/ 56)	74.1% (137/ 185)

Class ▲	Class, %	Method, %	Line, %
AbstractSpace	100% (3/ 3)	78.6% (11/ 14)	77.6% (38/ 49)
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)
HouseGroup	100% (1/ 1)	100% (3/ 3)	72.7% (16/ 22)
Jail	100% (1/ 1)	75% (3/ 4)	31.2% (5/ 16)
Lot	100% (2/ 2)	75% (3/ 4)	85.7% (12/ 14)
PropertySpace	100% (2/ 2)	50% (3/ 6)	40% (6/ 15)
Railroad	100% (2/ 2)	66.7% (2/ 3)	71.4% (5/ 7)
SpaceFactory	100% (3/ 3)	83.3% (5/ 6)	86.7% (26/ 30)
Tax	100% (1/ 1)	100% (2/ 2)	100% (6/ 6)
TaxType	100% (1/ 1)	100% (1/ 1)	100% (3/ 3)
ToJail	100% (1/ 1)	100% (2/ 2)	100% (4/ 4)
Utility	100% (2/ 2)	66.7% (2/ 3)	71.4% (5/ 7)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.stages	100% (7/ 7)	67.9% (19/ 28)	68.9% (42/ 61)

Class ▲	Class, %	Method, %	Line, %
AbstractScreen	100% (1/ 1)	62.5% (5/ 8)	50% (8/ 16)
GameScreen	100% (1/ 1)	66.7% (2/ 3)	81.8% (9/ 11)
ScreenManager	100% (1/ 1)	85.7% (6/ 7)	78.9% (15/ 19)
Screens	100% (3/ 3)	57.1% (4/ 7)	66.7% (6/ 9)
SetupScreen	100% (1/ 1)	66.7% (2/ 3)	66.7% (4/ 6)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.ui	100% (12/ 12)	72.2% (26/ 36)	62.8% (49/ 78)

Class ▲	Class, %	Method, %	Line, %
Buttons	100% (1/ 1)	100% (7/ 7)	100% (22/ 22)
DialogContext	100% (1/ 1)	100% (1/ 1)	100% (4/ 4)
Listeners	100% (9/ 9)	63% (17/ 27)	39.6% (19/ 48)
MonopolySkin	100% (1/ 1)	100% (1/ 1)	100% (4/ 4)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.ui.auction	83.3% (5/ 6)	45.8% (11/ 24)	54.5% (67/ 123)

Class ▲	Class, %	Method, %	Line, %
AuctionDisplay	75% (3/ 4)	42.9% (6/ 14)	47.2% (42/ 89)
AuctionGroup	100% (1/ 1)	100% (1/ 1)	100% (4/ 4)
AuctionPlayerInfo	100% (1/ 1)	44.4% (4/ 9)	70% (21/ 30)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.ui.debug	100% (4/ 4)	33.3% (4/ 12)	26.1% (18/ 69)

Class ▲	Class, %	Method, %	Line, %
DebugConsole	100% (2/ 2)	22.2% (2/ 9)	11.1% (6/ 54)
DebugGroup	100% (1/ 1)	50% (1/ 2)	76.9% (10/ 13)
DebugLog	100% (1/ 1)	100% (1/ 1)	100% (2/ 2)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.ui.dialog	88.5% (23/ 26)	62.7% (42/ 67)	68.2% (234/ 343)

Class ▲	Class, %	Method, %	Line, %
BlankDialog	100% (1/ 1)	100% (4/ 4)	100% (19/ 19)
DebugDialog	100% (1/ 1)	100% (1/ 1)	100% (7/ 7)
JailDialog	100% (3/ 3)	40% (4/ 10)	59.1% (26/ 44)
LotDialog	75% (3/ 4)	50% (4/ 8)	62.5% (20/ 32)
PopupDialog	100% (2/ 2)	83.3% (5/ 6)	96.7% (29/ 30)
PropertyDialog	83.3% (5/ 6)	61.1% (11/ 18)	71.1% (64/ 90)
RailroadDialog	100% (1/ 1)	100% (1/ 1)	100% (3/ 3)
TaxDialog	66.7% (2/ 3)	57.1% (4/ 7)	52.5% (21/ 40)
TradeDialog	100% (2/ 2)	62.5% (5/ 8)	53% (35/ 66)
TradeDialogError	100% (2/ 2)	66.7% (2/ 3)	77.8% (7/ 9)
UtilityDialog	100% (1/ 1)	100% (1/ 1)	100% (3/ 3)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.ui.dice	100% (4/ 4)	72.7% (8/ 11)	64.8% (35/ 54)

Class ▲	Class, %	Method, %	Line, %
Die	100% (1/ 1)	100% (2/ 2)	90% (9/ 10)
RollDiceButton	100% (2/ 2)	40% (2/ 5)	25% (6/ 24)
RollDiceGroup	100% (1/ 1)	100% (4/ 4)	100% (20/ 20)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.ui.playerhud	71.4% (5/ 7)	55.6% (15/ 27)	72.4% (92/ 127)

Class ▲	Class, %	Method, %	Line, %
CurrentPlayerInfo	100% (2/ 2)	54.5% (6/ 11)	51.9% (27/ 52)
PlayerHUD	100% (1/ 1)	71.4% (5/ 7)	87.5% (28/ 32)
PlayerMoneyComparator	0% (0/ 1)	0% (0/ 2)	0% (0/ 2)
PlayerNameComparator	0% (0/ 1)	0% (0/ 2)	0% (0/ 2)
PlayerNetWorthComparator	100% (1/ 1)	100% (2/ 2)	100% (2/ 2)
PropertyTable	100% (1/ 1)	66.7% (2/ 3)	94.6% (35/ 37)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.ui.playerhud.scoreboard	100% (6/ 6)	60% (9/ 15)	77.4% (72/ 93)

Class ▲	Class, %	Method, %	Line, %
Scoreboard	100% (4/ 4)	66.7% (6/ 9)	83.6% (61/ 73)
ScoreboardButton	100% (2/ 2)	50% (3/ 6)	55% (11/ 20)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.ui.setup	100% (4/ 4)	69.2% (9/ 13)	72.1% (62/ 86)

Class ▲	Class, %	Method, %	Line, %
PlayerField	100% (2/ 2)	62.5% (5/ 8)	66.7% (26/ 39)
SetupDialog	100% (2/ 2)	80% (4/ 5)	76.6% (36/ 47)

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

Package	Class, %	Method, %	Line, %
com.cs414.monopoly.ui.trade	100% (6/ 6)	68.8% (11/ 16)	67% (71/ 106)

Class ▲	Class, %	Method, %	Line, %
NetWorthLabel	100% (1/ 1)	50% (1/ 2)	57.1% (4/ 7)
TradeContent	100% (1/ 1)	100% (3/ 3)	58.3% (21/ 36)
TradeContentManager	100% (1/ 1)	100% (1/ 1)	100% (7/ 7)
TradePropertyButton	100% (2/ 2)	57.1% (4/ 7)	51.6% (16/ 31)
TradeTable	100% (1/ 1)	66.7% (2/ 3)	92% (23/ 25)