[all classes] [it.polimi.ingsw.model]

Coverage Summary for Package: it.polimi.ingsw.model

Package	Class, %	Method, %	Line, %
it.polimi.ingsw.model	90,9% (10/ 11)	90,3% (205/ 227)	89,4% (1167/ 1306)

Class	Class, %	Method, %	Line, %
Card	100% (1/ 1)	90,9% (10/ 11)	96,2% (51/ 53)
Game	100% (1/ 1)	100% (36/ 36)	94,4% (185/ 196)
GameLogicExecutor	100% (2/ 2)	100% (70/ 70)	92,3% (587/ 636)
InvalidGameException	100% (1/ 1)	100% (1/ 1)	100% (2/ 2)
MockView	100% (1/ 1)	96,6% (28/ 29)	89,8% (97/ 108)
Pawn	100% (1/ 1)	92,9% (13/ 14)	97,4% (38/ 39)
Player	100% (1/ 1)	100% (17/ 17)	96,4% (53/ 55)
Position	100% (1/ 1)	62,5% (5/ 8)	73,7% (14/ 19)
RequestAndUpdateObservable	100% (1/ 1)	92,6% (25/ 27)	94,6% (140/ 148)
SetObservable	0% (0/ 1)	0% (0/ 14)	0% (0/ 50)

[all classes] [it.polimi.ingsw.controller]

Coverage Summary for Package: it.polimi.ingsw.controller

Package	Class, %	Method, %	Line, %
it.polimi.ingsw.controller	100% (2/ 2)	96% (24/ 25)	96,7% (58/ 60)

Class	Class, %	Method, %	Line, %
Controller	100% (1/ 1)	91,7% (11/ 12)	94,1% (32/ 34)
MockGameLogic	100% (1/ 1)	100% (13/ 13)	100% (26/ 26)

[all classes] [it.polimi.ingsw.model.board]

Coverage Summary for Package: it.polimi.ingsw.model.board

Package	Class, %	Method, %	Line, %
it.polimi.ingsw.model.board	100% (4/ 4)	90% (27/ 30)	93% (120/ 129)

Class	Class, %	Method, %	Line, %
BlockType	100% (2/ 2)	100% (6/ 6)	100% (21/ 21)
Board	100% (1/ 1)	100% (11/ 11)	93,5% (58/ 62)
Cell	100% (1/ 1)	76,9% (10/ 13)	89,1% (41/ 46)

[all classes] [it.polimi.ingsw.model.action]

Coverage Summary for Package: it.polimi.ingsw.model.action

Package	Class, %	Method, %	Line, %
it.polimi.ingsw.model.action	100% (4/ 4)	86,1% (62/ 72)	92,1% (234/ 254)

Class	Class, %	Method, %	Line, %
Action	100% (1/ 1)	90,9% (10/ 11)	73,5% (25/ 34)
ConstructAction	100% (1/ 1)	94,7% (18/ 19)	98,8% (79/ 80)
GeneralAction	100% (1/ 1)	66,7% (10/ 15)	75% (21/ 28)
MoveAction	100% (1/ 1)	88,9% (24/ 27)	97,3% (109/ 112)