

Model's Test Coverage

Overview

Here is the coverage of all overall coverage of the packages in the Model.

[all classes]

Overall Coverage Summary

Package	Class, %	Method, %	Line, %
all classes	97,5% (39/ 40)	91,3% (241/ 264)	93% (728/ 783)

Coverage Breakdown

<u>Package</u>	<u>Class, %</u>	<u>Method, %</u>	<u>Line, %</u>
it.polimi.ingsw.model	100% (9/ 9)	96,9% (94/ 97)	92,7% (328/ 354)
it.polimi.ingsw.model.cards	100% (24/ 24)	89,8% (141/ 157)	94,2% (388/ 412)
it.polimi.ingsw.model.exceptions	83,3% (5/ 6)	83,3% (5/ 6)	77,8% (7/ 9)
it.polimi.ingsw.model.update	100% (1/ 1)	25% (1/ 4)	62,5% (5/ 8)

Core package

This is the test coverage for the tests of the main game's classes.

[[all classes](#)] [[it.polimi.ingsw.model](#)]

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

Package	Class, %	Method, %	Line, %
it.polimi.ingsw.model	100% (9/ 9)	96,9% (94/ 97)	92,7% (328/ 354)

<u>Class</u>	<u>Class, %</u>	<u>Method, %</u>	<u>Line, %</u>
Action	100% (1/ 1)	100% (2/ 2)	100% (5/ 5)
Board	100% (1/ 1)	100% (6/ 6)	100% (37/ 37)
Color	100% (1/ 1)	100% (2/ 2)	100% (4/ 4)
DivinityDecoratorWithEffects	100% (1/ 1)	100% (15/ 15)	100% (23/ 23)
Match	100% (2/ 2)	90,9% (30/ 33)	85% (147/ 173)
Player	100% (1/ 1)	100% (16/ 16)	100% (55/ 55)
Tile	100% (1/ 1)	100% (12/ 12)	100% (27/ 27)
Worker	100% (1/ 1)	100% (11/ 11)	100% (30/ 30)

Divinities' tests

Tests of all the divinities in game including the advanced gods.

[[all classes](#)] [[it.polimi.ingsw.model.cards](#)]

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

Package	Class, %	Method, %	Line, %
it.polimi.ingsw.model.cards	100% (24/ 24)	89,8% (141/ 157)	94,2% (388/ 412)

<u>Class</u>	<u>Class, %</u>	<u>Method, %</u>	<u>Line, %</u>
BlockLevelUp	100% (1/ 1)	66,7% (2/ 3)	83,3% (5/ 6)
BlockSelectionWhenHigher	100% (1/ 1)	83,3% (5/ 6)	94,4% (17/ 18)
BlockWinOnPerimeter	100% (1/ 1)	75% (3/ 4)	77,8% (7/ 9)
BuildBeforeAndAfter	100% (1/ 1)	100% (8/ 8)	100% (29/ 29)
BuildDomeEverywhere	100% (1/ 1)	100% (6/ 6)	100% (23/ 23)
BuildTwice	100% (1/ 1)	90,9% (10/ 11)	95,2% (20/ 21)
BuildTwiceNotOnPerimeter	100% (1/ 1)	100% (5/ 5)	100% (13/ 13)
BuildTwiceNotSameTile	100% (1/ 1)	90,9% (10/ 11)	94,4% (17/ 18)
BuildTwiceSameTile	100% (1/ 1)	90,9% (10/ 11)	95% (19/ 20)
BuildUnderYourself	100% (1/ 1)	100% (3/ 3)	100% (6/ 6)
CannotSelectIfHigher	100% (1/ 1)	100% (4/ 4)	100% (9/ 9)
CannotWinOnPerimeter	100% (1/ 1)	100% (4/ 4)	100% (9/ 9)
Check5CompleteTowerWinCondition	100% (1/ 1)	75% (3/ 4)	77,8% (7/ 9)
MoveAgainIfOnPerimeterSpace	100% (1/ 1)	100% (5/ 5)	100% (13/ 13)
MoveOnOpponent	100% (1/ 1)	100% (4/ 4)	100% (10/ 10)
MoveTwice	100% (1/ 1)	91,7% (11/ 12)	95,7% (22/ 23)
MoveTwiceNotBack	100% (1/ 1)	88,9% (8/ 9)	93,8% (15/ 16)
OpponentCannotMoveUp	100% (1/ 1)	100% (6/ 6)	100% (15/ 15)
PlayerWinWith5CompleteBuildings	100% (1/ 1)	100% (6/ 6)	100% (23/ 23)
PushOpponent	100% (1/ 1)	100% (4/ 4)	96,7% (29/ 30)
SetEffectOnOpponent	100% (1/ 1)	100% (4/ 4)	100% (9/ 9)
StandardDivinity	100% (1/ 1)	65% (13/ 20)	76,1% (35/ 46)
SwapWithOpponent	100% (1/ 1)	100% (4/ 4)	96,7% (29/ 30)
WinByDropTwoLevel	100% (1/ 1)	100% (3/ 3)	100% (7/ 7)

Exception Test

Coverage of the tests of the exceptions. InvalidDivinitySelectionEvent is not tested ever since the condition to throw these error is rarely met.

[[all classes](#)] [[it.polimi.ingsw.model.exceptions](#)]

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

Package	Class, %	Method, %	Line, %
it.polimi.ingsw.model.exceptions	83,3% (5/ 6)	83,3% (5/ 6)	77,8% (7/ 9)

Class	Class, %	Method, %	Line, %
InvalidActionException	100% (1/ 1)	100% (1/ 1)	100% (1/ 1)
InvalidBuildException	100% (1/ 1)	100% (1/ 1)	100% (2/ 2)
InvalidDivinitySelectionEvent	0% (0/ 1)	0% (0/ 1)	0% (0/ 2)
InvalidMoveException	100% (1/ 1)	100% (1/ 1)	100% (2/ 2)
InvalidWorkerSelectionException	100% (1/ 1)	100% (1/ 1)	100% (1/ 1)
WorkerBadPlacementException	100% (1/ 1)	100% (1/ 1)	100% (1/ 1)