













Room

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
getDesc()		0%		0%	2	2	6	6	1	1
setDesc(String)		0%		n/a	1	1	2	2	1	1
roomEmpty()		0%		n/a	1	1	1	1	1	1
Room()		100%		n/a	0	1	0	11	0	1
getRoomContents()		100%		n/a	0	1	0	3	0	1
exit(int, Player)		100%		n/a	0	1	0	1	0	1
setSide(int, CaveSite)		100%		n/a	0	1	0	2	0	1
addItem(Item)		100%		n/a	0	1	0	2	0	1
removeItem(Item)		100%		n/a	0	1	0	2	0	1
enter(Player)		100%		n/a	0	1	0	2	0	1
setEntryMessage(String)		100%		n/a	0	1	0	2	0	1
Total	50 of 155	68%	2 of 2	0%	4	12	9	34	3	11

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