

Player

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
showMyThings()		0%		0%	3	3	7	7	1	1
handsFull()		0%		0%	2	2	1	1	1	1
handsEmpty()		0%		0%	2	2	1	1	1	1
look()		0%		n/a	1	1	1	1	1	1
numItemsCarried()		0%		n/a	1	1	1	1	1	1
drop(int)		100%		89%	1	6	0	10	0	1
pickUp(Item)		100%		100%	0	2	0	5	0	1
haveItem(Item)		100%		100%	0	3	0	4	0	1
getMyThings()		100%		n/a	0	1	0	3	0	1
Player()		100%		n/a	0	1	0	3	0	1
go(int)		100%		n/a	0	1	0	1	0	1
setRoom(Room)		100%		n/a	0	1	0	2	0	1
setLoc(Room)		100%		n/a	0	1	0	2	0	1
getLoc()		100%		n/a	0	1	0	1	0	1
Total	63 of 198	68%	9 of 23	61%	10	26	11	42	5	14

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