





































▼  SE_Grp73		18,8 %	1.213	5.249	6.462
▼  src		18,8 %	1.213	5.249	6.462
>  se_ex01		0,0 %	0	2.923	2.923
▼  old		29,7 %	693	1.639	2.332
>  GUIConsole.java		0,0 %	0	911	911
>  DotsNBoxesEngine.java		50,3 %	269	266	535
>  PlayerList.java		14,4 %	20	119	139
>  Menu.java		0,0 %	0	93	93
>  PlayingMode.java		0,0 %	0	80	80
>  AI.java		34,4 %	21	40	61
>  ControllInputs.java		31,0 %	18	40	58
>  Player.java		24,5 %	12	37	49
>  Main.java		0,0 %	0	28	28
>  AIRandom.java		0,0 %	0	25	25
>  AIMinMaxAlgo.java		100,0 %	353	0	353
>  se_ex01_Tests		0,0 %	0	687	687
▼  old_JUnitTestSuites		100,0 %	520	0	520
>  AIMinMaxTests.java		100,0 %	520	0	520