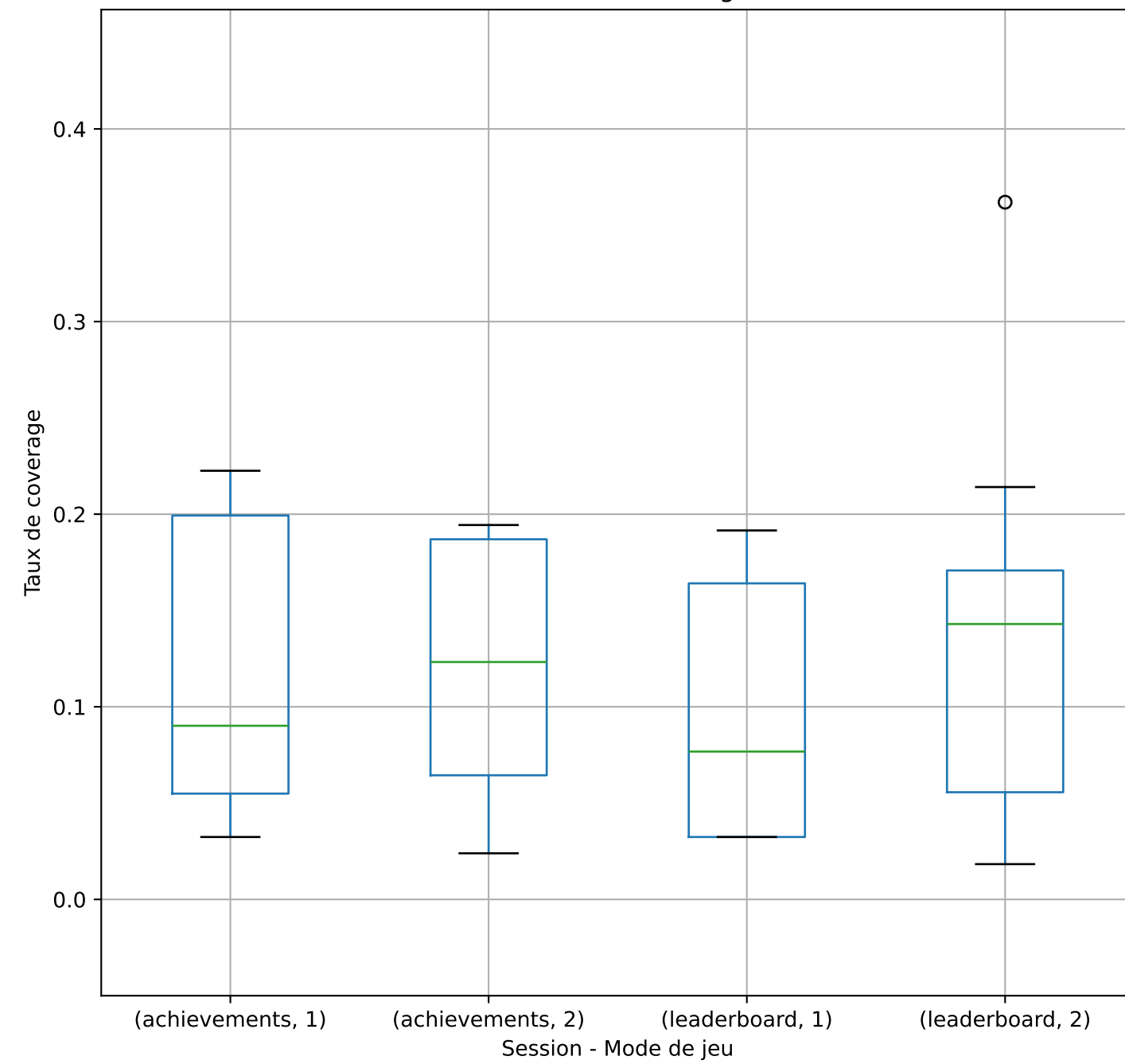
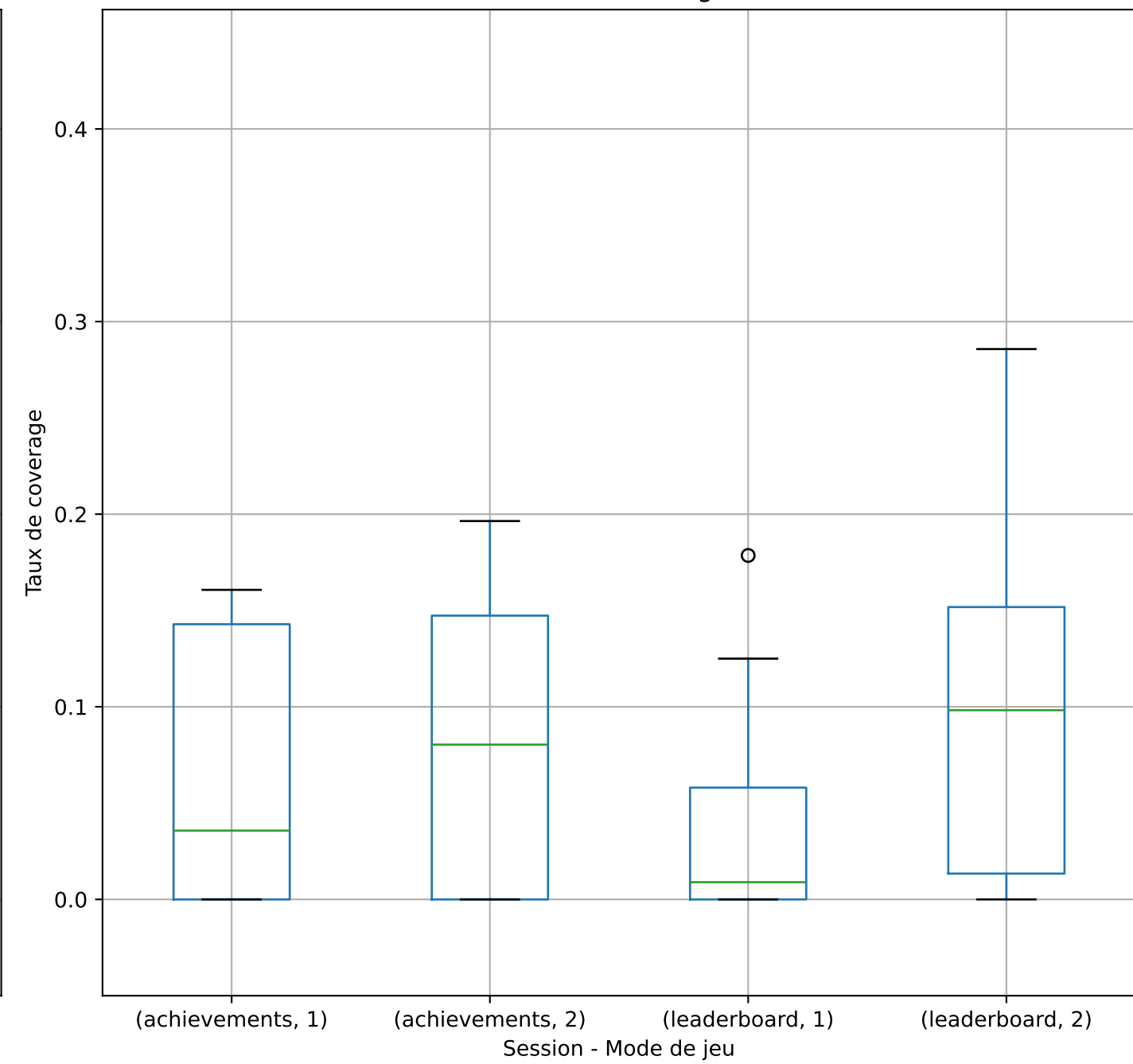


Coverage de code par mode de jeu et par session

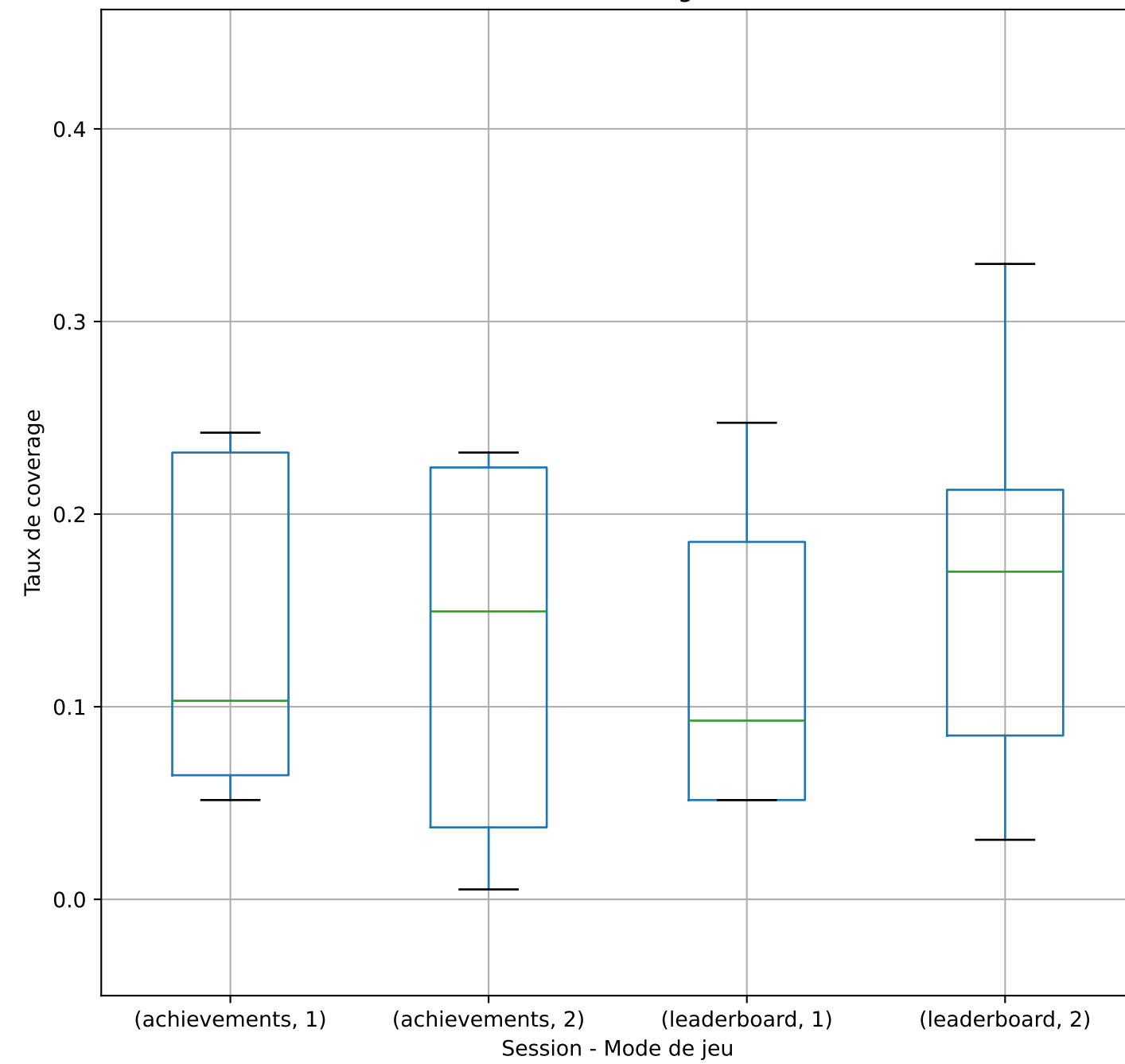
Instruction Coverage



Branch Coverage



Line Coverage



Method Coverage

