Final Report

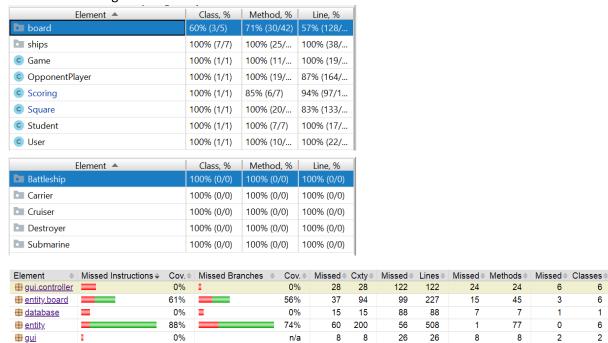In this report we want to emphasize some final points:

- The ConnectClass of the database is not tested anymore. To set up the database we have used the JDBC library. After spending many hours on this and having multiple TA's looking at this we still haven't been able to figure this out. However we have tested it by actively seeing whether the new scores are added which it does

- We have applied mutation testing to the methods inRange and isValidPoint which can be found in the StandboardTest and EnhancedBoardTest. For this we have used the ParametrizedTest.

- Our final coverage:

Element ▲	Class, %	Method, %	Line, %
📁 board	60% (3/5)	71% (30/42)	57% (128/...
📁 ships	100% (7/7)	100% (25/...	100% (38/...
Ⓒ Game	100% (1/1)	100% (11/...	100% (19/...
Ⓒ OpponentPlayer	100% (1/1)	100% (19/...	87% (164/...
Ⓒ Scoring	100% (1/1)	85% (6/7)	94% (97/1...
Ⓒ Square	100% (1/1)	100% (20/...	83% (133/...
Ⓒ Student	100% (1/1)	100% (7/7)	100% (17/...
Ⓒ User	100% (1/1)	100% (10/...	100% (22/...

Element ▲	Class, %	Method, %	Line, %
📁 Battleship	100% (0/0)	100% (0/0)	100% (0/0)
📁 Carrier	100% (0/0)	100% (0/0)	100% (0/0)
📁 Cruiser	100% (0/0)	100% (0/0)	100% (0/0)
📁 Destroyer	100% (0/0)	100% (0/0)	100% (0/0)
📁 Submarine	100% (0/0)	100% (0/0)	100% (0/0)

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
⊞ gui.controller		0%		0%	28	28	122	122	24	24	6	6
⊞ entity.board		61%		56%	37	94	99	227	15	45	3	6
⊞ database		0%		0%	15	15	88	88	7	7	1	1
⊞ entity		88%		74%	60	200	56	508	1	77	0	6
⊞ gui		0%		n/a	8	8	26	26	8	8	2	2
⊞ controller		0%		n/a	1	1	1	1	1	1	1	1
⊞ entity.ships		100%		100%	0	26	0	38	0	25	0	7
Total	1,423 of 4,125	65%	128 of 359	64%	149	372	392	1,010	56	187	13	29

Unfortunately we haven't had enough time to test more though roughly.