sonar

CS451-Chessgame-Project
1.0

2016-03-07

Table of contents

1. CS451-Chessgame-Project

This chapter presents an overview of the project measures. This dashboard shows the most important measures related to project quality, and it provides a good starting point for identifying problems in source code.

1.1. Report Overview

Static Analysis

Lines of code
5,519

N/A packages
69 classes
253 methods
28.5% duplicated lines

Comments
9.6%

586 comment lines

Complexity
3.3

12.0 /class
831 decision points

Dynamic Analysis

Code Coverage
N/A

N/A tests

Test Success
N/A

N/A failures
N/A errors

Coding Rules Issues

Technical Debt
17d

Issues
843

1.2. Issues Analysis

Most violated rules	
"public static" fields should be constant	29
Exception handlers should preserve the original exception	24
Throwable.printStackTrace(...) should not be called	23
Switch cases should end with an unconditional "break" statement	4
Exit methods should not be called	4

Most violated files

ViewCardPan.java	121
TestPan.java	104
MoveValidation.java	79
CardUtilities.java	62
SelectTestPan.java	60

Most complex files

MoveValidation.java	179
BoardGUI.java	126
BoardGUITest.java	62
TestPan.java	51
MoveValidationTest.java	45

Most duplicated files

MoveValidationTest.java	1,029
TestPan.java	335
BoardGUITest.java	234
MoveValidation.java	160
ViewCardPan.java	129

1.3. Issues Details

Rule	"public static" fields should be constant	
File		Line
CardUtilities.java		15, 16, 12, 14, 13
DeleteCardPan.java		45, 45, 45, 45
MyUtilities.java		7
SelectTestPan.java		45, 44, 44, 44, 45, 44
TestPan.java		70, 70, 70, 70

Rule	Exception handlers should preserve the original exception	
File		Line
Bishop.java		42, 31
King.java		42, 31

Knight.java	42, 31
Pawn.java	46, 35
Queen.java	31, 42
Rook.java	42, 31
ChessServer.java	205
LoginPanel.java	196, 233
CardList.java	216
CardUtilities.java	189, 275, 99, 143

Rule	Throwable.printStackTrace(...) should not be called
File	**Line**
Bishop.java	43, 32
King.java	32, 43
Knight.java	32, 43
Pawn.java	36, 47
Queen.java	32, 43
Rook.java	32, 43
LoginPanel.java	236, 199
CardList.java	218
CardUtilities.java	276, 191, 101, 237, 58

Rule	Switch cases should end with an unconditional "break" statement
File	**Line**
BoardGUI.java	440, 438, 441, 439

Rule	Exit methods should not be called
File	**Line**
MenuPanel.java	168
CardPanel.java	137
CardUtilities.java	277
MyUtilities.java	76

Rule	Mutable fields should not be "public static"
File	**Line**
MyUtilities.java	7

Rule	Values should not be uselessly incremented	
File		**Line**
MoveValidation.java		47

Rule	Standard outputs should not be used directly to log anything	
File		**Line**
ChessServer.java		197, 143, 42
BoardGUI.java		399
LoginGUI.java		43, 66, 54
LoginPanel.java		210, 152, 162, 155, 198, 148, 235, 192
MenuGUI.java		51, 44, 64
MenuPanel.java		68, 66

Rule	Unused private fields should be removed	
File		**Line**
BoardGUI.java		34, 30, 33
AddCardPan.java		9
DeleteCardPan.java		42, 42, 43
SelectTestPan.java		43, 39, 41, 39, 39, 39, 39, 42, 41, 43, 39, 39, 42

Rule	Strings literals should be placed on the left side when checking for equality	
File		**Line**
MoveValidation.java		658, 396, 401, 646
BoardGUI.java		286, 286, 298
LoginPanel.java		109
AddCardPan.java		134, 130, 126, 122
Card.java		26, 92, 32, 30, 88, 90, 94, 28