

## AnimationWrapper

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">AnimationWrapper()</a>		0%		n/a	1	1	3	3	1	1
<a href="#">setOnFinished(EventHandler)</a>		0%		n/a	1	1	2	2	1	1
<a href="#">play()</a>		0%		n/a	1	1	2	2	1	1
<a href="#">getChildren()</a>		0%		n/a	1	1	1	1	1	1
Total	21 of 21	0%	0 of 0	n/a	4	4	8	8	4	4

Created with JaCoCo 0.8.12.202403310830

## AnimationWrapper.java

```
1. package com.example.project.controllers.gameScreens.animations;
2.
3. import javafx.animation.Animation;
4. import javafx.animation.SequentialTransition;
5. import javafx.collections.ObservableList;
6. import javafx.event.ActionEvent;
7. import javafx.event.EventHandler;
8.
9. /**
10. * Animation wrapper class for our projects animations that get used.
11. */
12. public abstract class AnimationWrapper
13. {
14.     protected final SequentialTransition sequentialAnimation;
15.
16.     protected AnimationWrapper() {
17.         this.sequentialAnimation = new SequentialTransition();
18.     }
19.
20.     /**
21.      * play.
22.     */
23.     public void play() {
24.         sequentialAnimation.play();
25.     }
26.
27.     /**
28.      * Set on finished.
29.      * @param handler actions to do.
30.     */
31.     public void setOnFinished(EventHandler<ActionEvent> handler) {
32.         sequentialAnimation.setOnFinished(handler);
33.     }
34.
35.     /**
36.      * returns animations children.
37.      * @return list of animations.
38.     */
39.     public ObservableList<Animation> getChildren(){
40.         return this.sequentialAnimation.getChildren();
41.     }
42. }
```

## com.example.project.controllers.gameScreens.animations

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">C LevelScoreSequence</a>		0%		0%	3	3	19	19	2	2	1	1
<a href="#">C TextEmphasisAnimation</a>		0%		n/a	3	3	16	16	3	3	1	1
<a href="#">C ScoreTimeline</a>		0%		0%	5	5	17	17	4	4	1	1
<a href="#">C InfiniteFloatingAnimation</a>		0%		n/a	4	4	14	14	4	4	1	1
<a href="#">C AnimationWrapper</a>		0%		n/a	4	4	8	8	4	4	1	1
Total	335 of 335	0%	4 of 4	0%	19	19	74	74	17	17	5	5

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## com.example.project.models.tiles

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">C UpgradeEffects</a>		0%		0%	17	17	42	42	8	8	1	1
<a href="#">C ScrabbleTileProvider</a>		100%		100%	0	7	0	45	0	5	0	1
<a href="#">C UpgradeTileModel</a>		100%		n/a	0	7	0	13	0	7	0	1
<a href="#">C UpgradeTileModel.UpgradeBuilder</a>		100%		n/a	0	7	0	7	0	7	0	1
<a href="#">C LetterTileModel</a>		100%		n/a	0	4	0	8	0	4	0	1
<a href="#">C TileModel</a>		100%		n/a	0	3	0	5	0	3	0	1
<a href="#">C EmptyTileSlotModel</a>		100%		n/a	0	4	0	6	0	4	0	1
<a href="#">C ScrabbleTileProvider.ScrabbleTileData</a>		100%		n/a	0	1	0	1	0	1	0	1
Total	204 of 738	72%	18 of 22	18%	17	50	42	127	8	39	1	8

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## com.example.project.models.tiles

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">UpgradeEffects.java</a>		0%		0%	17	17	42	42	8	8	1	1
<a href="#">ScrabbleTileProvider.java</a>		100%		100%	0	8	0	46	0	6	0	2
<a href="#">UpgradeTileModel.java</a>		100%		n/a	0	14	0	20	0	14	0	2
<a href="#">LetterTileModel.java</a>		100%		n/a	0	4	0	8	0	4	0	1
<a href="#">TileModel.java</a>		100%		n/a	0	3	0	5	0	3	0	1
<a href="#">EmptyTileSlotModel.java</a>		100%		n/a	0	4	0	6	0	4	0	1
Total	204 of 738	72%	18 of 22	18%	17	50	42	127	8	39	1	8

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## User

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">User(String, String, int)</a>	100%		n/a		0	1	0	5	0	1
<a href="#">getHighscore()</a>	100%		n/a		0	1	0	1	0	1
<a href="#">getUsername()</a>	100%		n/a		0	1	0	1	0	1
<a href="#">getPassword()</a>	100%		n/a		0	1	0	1	0	1
Total	0 of 23	100%	0 of 0	n/a	0	4	0	8	0	4

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## User.java

```
1. package com.example.project.models;
2.
3. /**
4.  * Represents a user in the application that can log in.
5. */
6. public class User {
7.
8.     private final String username;
9.
10.    private final String password;
11.
12.    private final Integer highscore;
13.
14.    /**
15.     * Constructor.
16.     * @param username username.
17.     * @param password password.
18.     * @param highscore highscore.
19.     */
20.    public User(String username, String password, int highscore)
21.    {
22.        this.hightscore = highscore;
23.        this.username = username;
24.        this.password = password;
25.    }
26.
27.    /**
28.     * get username.
29.     * @return username.
30.     */
31.    public String getUsername(){
32.        return username;
33.    }
34.
35.    /**
36.     * get password.
37.     * @return password.
38.     */
39.    public String getPassword(){
40.        return password;
41.    }
42.
43.    /**
44.     * get highscore.
45.     * @return returns highscore.
46.     */
47.    public int getHighscore(){
48.        return this.hightscore;
49.    }
50.
51. }
```

## com.example.project.models

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed Cxty	Missed Lines	Missed Methods	Missed Classes
G User	<div style="width: 100%;">100%</div>	100%	n/a	0	4	0	8	0
Total	0 of 23	100%	0 of 0	n/a	0	4	0	4

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## com.example.project.models

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
User.java	<div style="width: 100%;">100%</div>		n/a		0	4	0	8	0	4	0	1
Total	0 of 23	100%	0 of 0	n/a	0	4	0	8	0	4	0	1

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## UpgradeTiles

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
static {...}	0%		n/a		1	1	38	38	1	1
getRandomUpgradeTile()	0%		n/a		1	1	2	2	1	1
getTile(int)	0%		n/a		1	1	1	1	1	1
UpgradeTiles()	0%		n/a		1	1	1	1	1	1
Total	130 of 130	0%	0 of 0	n/a	4	4	42	42	4	4

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## UpgradeTiles.java

```

1. package com.example.project.services.shopItems;
2.
3. import com.example.project.models.tiles.UpgradeEffects;
4. import com.example.project.models.tiles.UpgradeTileModel;
5.
6. import java.util.Arrays;
7. import java.util.List;
8. import java.util.Random;
9.
10. /**
11. * Static class to store all the possible upgrade tiles available in the game.
12. */
13. public class UpgradeTiles {
14.
15.     private static final List<UpgradeTileModel> upgradeTiles = Arrays.asList(
16.         new UpgradeTileModel.UpgradeBuilder()
17.             .name("Grandma's Glasses")
18.             .description("Add +2 to the score multiplier for every identical pair of letters next to each other.")
19.             .imagePath("/com/example/project/upgradeTileImages/GrandmasGlasses_small.png")
20.             .cost(2)
21.             .upgradeEffect(UpgradeEffects::glassesEffect)
22.             .build(),
23.
24.         new UpgradeTileModel.UpgradeBuilder()
25.             .name("Loaded Dice")
26.             .description("Value is doubled for a random letter in your word.")
27.             .imagePath("/com/example/project/upgradeTileImages/LoadedDice_small.png")
28.             .cost(2)
29.             .upgradeEffect(UpgradeEffects::diceEffect)
30.             .build(),
31.
32.         new UpgradeTileModel.UpgradeBuilder()
33.             .name("Lucky Coin")
34.             .description("20% Chance your total word score is doubled.")
35.             .imagePath("/com/example/project/upgradeTileImages/LuckyCoin_small.png")
36.             .cost(2)
37.             .upgradeEffect(UpgradeEffects::coinEffect)
38.             .build(),
39.
40.         new UpgradeTileModel.UpgradeBuilder()
41.             .name("Compact Mirror")
42.             .description("Whenever a palindrome is played, double the word's base score. (A palindrome is a word that is spelt the same backwards as forwards, e.g. LEVEL.)")
43.             .imagePath("/com/example/project/upgradeTileImages/CompactMirror.png")
44.             .cost(2)
45.             .upgradeEffect(UpgradeEffects::mirrorEffect)
46.             .build(),
47.
48.         new UpgradeTileModel.UpgradeBuilder()
49.             .name("Friendship Bracelet")
50.             .description("Add +1 to the score multiplier for every consecutive letter in alphabetical order.")
51.             .imagePath("/com/example/project/upgradeTileImages/FriendshipBracelet.png")
52.             .cost(2)
53.             .upgradeEffect(UpgradeEffects::braceletEffect)
54.             .build(),
55.
56.         new UpgradeTileModel.UpgradeBuilder()
57.             .name("Lost Button")
58.             .description("Add +5 to the base word score for every X on the tile rack.")
59.             .imagePath("/com/example/project/upgradeTileImages/LostButton.png")
60.             .cost(2)
61.             .upgradeEffect(UpgradeEffects::buttonEffect)
62.             .build(),
63.
64.     );
65.
66.     private static final Random random = new Random();
67.
68.     /**
69.      * Gets random upgrade tile.
70.      * @return returns upgrade tile.
71.      */
72.     public static UpgradeTileModel getRandomUpgradeTile() {
73.         var randomNum = random.nextInt(0, upgradeTiles.size());
74.         return upgradeTiles.get(randomNum);
75.     }
76.
77.     /**
78.      * Gets the upgrade tile at index.
79.      * @param index tile to get.
80.      * @return an upgrade tile model.
81.      */
82.     public static UpgradeTileModel getTile(int index) { return upgradeTiles.get(index); }
83.
84.
85. }

```

## com.example.project.services.shopItems

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">UpgradeTiles</a>		0%		n/a	4	4	42	42	4	4	1	1
Total	130 of 130	0%	0 of 0	n/a	4	4	42	42	4	4	1	1

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## com.example.project.services.shopItems

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">UpgradeTiles.java</a>	0%		n/a		4	4	42	42	4	4	1	1
Total	130 of 130	0%	0 of 0	n/a	4	4	42	42	4	4	1	1

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## com.example.project.controllers.gameScreens.animations

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">LevelScoreSequence.java</a>		0%		0%	3	3	19	19	2	2	1	1
<a href="#">TextEmphasisAnimation.java</a>		0%		n/a	3	3	16	16	3	3	1	1
<a href="#">ScoreTimeline.java</a>		0%		0%	5	5	17	17	4	4	1	1
<a href="#">InfiniteFloatingAnimation.java</a>		0%		n/a	4	4	14	14	4	4	1	1
<a href="#">AnimationWrapper.java</a>		0%		n/a	4	4	8	8	4	4	1	1
Total	335 of 335	0%	4 of 4	0%	19	19	74	74	17	17	5	5

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## GameMusicPlayer

Element	Missed Instructions Cov.	Missed Branches Cov.	Missed Cxtys	Missed Lines	Missed Methods
<a href="#">GameMusicPlayer()</a>	100%	n/a	0 1	0 2	0 1
<a href="#">playGameMusicLoop()</a>	100%	n/a	0 1	0 2	0 1
Total	0 of 10	100%	0 of 0	n/a	0 2

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## GameMusicPlayer.java

```
1. package com.example.project.services.sound;
2.
3. import javax.sound.sampled.*;
4.
5. /**
6.  * Plays the game music track on repeat.
7. */
8. public class GameMusicPlayer extends GameSoundPlayer
9. {
10.     private static final String clipPath = "/com/example/project/Sounds/puzzleMusic_converted.wav";
11.
12.     /**
13.      * Create new instance of game music player.
14.      */
15.     public GameMusicPlayer()
16.     {
17.         super(clipPath, -3);
18.     }
19.
20.     /**
21.      * play game music loop continuously.
22.      */
23.     public void playGameMusicLoop()
24.     {
25.         clip.loop(Clip.LOOP_CONTINUOUSLY);
26.     }
27. }
```

## GameSoundPlayer

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">convertFile(String)</a>		100%		100%	0	2	0	21	0	1
<a href="#">GameSoundPlayer(String, Logger, float)</a>		100%		n/a	0	1	0	8	0	1
<a href="#">GameSoundPlayer(String, Logger)</a>		100%		n/a	0	1	0	6	0	1
<a href="#">GameSoundPlayer(String)</a>		100%		n/a	0	1	0	5	0	1
<a href="#">GameSoundPlayer(String, float)</a>		100%		n/a	0	1	0	4	0	1
<a href="#">changeVolume(float)</a>		100%		n/a	0	1	0	3	0	1
<a href="#">replay()</a>		100%		n/a	0	1	0	3	0	1
<a href="#">unMute()</a>		100%		n/a	0	1	0	2	0	1
<a href="#">mute()</a>		100%		n/a	0	1	0	2	0	1
Total	0 of 174	100%	0 of 2	100%	0	10	0	50	0	9

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## GameSoundPlayer.java

```
1. package com.example.project.services.sound;
2.
3. import com.example.project.services.Logger;
4.
5. import javax.sound.sampled.*;
6. import java.io.BufferedInputStream;
7. import java.io.IOException;
8. import java.io.InputStream;
9.
10.
11. /**
12.  * plays an audio clip as a sound effect for the game.
13. */
14. public class GameSoundPlayer
15. {
16.     private Logger logger = new Logger();
17.     protected final Clip clip;
18.     private float defaultGain = 0f;
19.
20.     /**
21.      * creates a new instance of GameSoundPlayer
22.      * @param filePath filepath to sound.
23.     */
24.     public GameSoundPlayer(String filePath)
25.     {
26.         clip = convertFile(filePath);
27.     }
28.
29.     protected GameSoundPlayer(String filePath, Logger logger)
30.     {
31.         this.logger = logger;
32.         clip = convertFile(filePath);
33.     }
34.
35.     protected GameSoundPlayer(String filePath, Logger logger, float gainAmount)
36.     {
37.         this.logger = logger;
38.         clip = convertFile(filePath);
39.         defaultGain = gainAmount;
40.         changeVolume(gainAmount);
41.     }
42.
43.     /**
44.      * creates a new instance of GameSoundPlayer
45.      * @param filePath filepath to sound.
46.      * @param gainAmount volume to set the clip at
47.     */
48.     public GameSoundPlayer(String filePath, float gainAmount)
49.     {
50.         this(filePath);
51.         defaultGain = gainAmount;
52.         changeVolume(gainAmount);
53.     }
54.
55.     /**
56.      * Reset clip and then play.
57.     */
58.     public void replay() {
59.         clip.setFramePosition(0);
60.         clip.start();
61.     }
62.
63.     /**
64.      * Change the current clips volume. -80f muted 0f is normal volume.
65.      * @param vol volume.
66.     */
67.     private void changeVolume(float vol)
68.     {
69.         FloatControl volumeControl = (FloatControl) clip.getControl(FloatControl.Type.MASTER_GAIN);
70.         volumeControl.setValue(vol);
71.     }
72.
73.     /**
74.      * set clip volume to mute.
75.     */
76.     public void mute()
77.     {
78.         changeVolume(-80f);
```

```

79. }
80.
81. /**
82. * Set clip to its default volume.
83. */
84. public void unMute(){
85.     changeVolume(defaultGain);
86. }
87.
88. /**
89. * File must be in a specific format for javax.sound.samples library. :(
90. * @param filePath file location.
91. * @return returns clip in correct format.
92. */
93. private Clip convertFile(String filePath) {
94.     Clip convertedClip;
95.
96.     InputStream resourceStream = GameMusicPlayer.class.getResourceAsStream(filePath);
97.     if (resourceStream == null)
98.     {
99.         var errorMessage = String.format("Sound file not found. No sound file at %s", filePath);
100.        this.logger.logError(errorMessage);
101.        throw new IllegalArgumentException(errorMessage);
102.    }
103.
104.    try {
105.        BufferedInputStream bufferedStream = new BufferedInputStream(resourceStream);
106.        AudioInputStream originalStream = AudioSystem.getAudioInputStream(bufferedStream);
107.
108.        AudioFormat targetFormat = new AudioFormat(
109.            AudioFormat.Encoding.PCM_SIGNED,
110.            44100.0f, 16, 2, 4, 44100.0f, false
111.        );
112.
113.        AudioInputStream convertedStream = AudioSystem.getAudioInputStream(targetFormat, originalStream);
114.
115.        convertedClip = AudioSystem.getClip();
116.        convertedClip.open(convertedStream);
117.
118.        convertedStream.close();
119.        originalStream.close();
120.        bufferedStream.close();
121.        resourceStream.close();
122.    }
123.    catch (UnsupportedAudioFileException | IOException | LineUnavailableException e)
124.    {
125.        var message = "Error loading sound file: " + e.getMessage();
126.        this.logger.logError(message);
127.        throw new IllegalArgumentException(message);
128.    }
129.
130.    return convertedClip;
131. }
132. }

```

## com.example.project.services.sound

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">C GameSoundPlayer</a>	100%	100%	100%	n/a	0	10	0	50	0	9	0	1
<a href="#">C GameMusicPlayer</a>	100%	100%		n/a	0	2	0	4	0	2	0	1
Total	0 of 184	100%	0 of 2	100%	0	12	0	54	0	11	0	2

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## com.example.project.services.sound

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">GameSoundPlayer.java</a>	 100%	100%	 100%	n/a	0	10	0	50	0	9	0	1
<a href="#">GameMusicPlayer.java</a>	 100%	n/a	0	2	0	4	0	2	0	2	0	1
Total	0 of 184	100%	0 of 2	100%	0	12	0	54	0	11	0	2

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## DictionaryDAO

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
getWordDefinition(String)	100%	100%	100%	100%	0	3	0	20	0	1
isWordInDictionary(String)	100%	100%	n/a	n/a	0	1	0	9	0	1
DictionaryDAO()	100%	100%	n/a	n/a	0	1	0	4	0	1
DictionaryDAO(Connection, Logger)	100%	100%	n/a	n/a	0	1	0	4	0	1
Total	0 of 137	100%	0 of 4	100%	0	6	0	37	0	4

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## DictionaryDAO.java

```
1. package com.example.project.services.sqlite.dAOs;
2.
3. import com.example.project.services.Logger;
4. import com.example.project.services.SQLiteDictionaryConnection;
5.
6. import java.sql.*;
7. import java.util.ArrayList;
8. import java.util.List;
9.
10. /**
11. * The SQLite Dictionary. The connection returned from SQLiteDictionaryConnection().getInstance() is always the same.
12. */
13. public class DictionaryDAO
14. {
15.     private final Connection connection;
16.     private final Logger logger;
17.
18.     /**
19.      * Constructor for this class SQLLiteDictionary.
20.     */
21.     public DictionaryDAO()
22.     {
23.         this.connection = new SQLiteDictionaryConnection().getInstance();
24.         this.logger = new Logger();
25.     }
26.
27.     /**
28.      * constructor with injection for tests.
29.      * @param connection mock connection.
30.      * @param logger a mock logger.
31.     */
32.     public DictionaryDAO(Connection connection, Logger logger) {
33.         this.connection = connection;
34.         this.logger = logger;
35.     }
36.
37.     /**
38.      * gets the words definition.
39.      * @param wordToFind Word to get definition of.
40.      * @return Returns the definition.
41.     */
42.     public String getWordDefinition(String wordToFind)
43.     {
44.         List<String> definitions = new ArrayList<>();
45.         try
46.         {
47.             wordToFind = wordToFind.trim();
48.             PreparedStatement query = connection.prepareStatement("SELECT wordtype, definition FROM entries WHERE word = ? COLLATE NOCASE");
49.             query.setString(1, wordToFind);
50.             ResultSet result = query.executeQuery();
51.
52.             while (result.next())
53.             {
54.                 definitions.add("Wordtype: " +
55.                     result.getString("wordtype") +
56.                     System.lineSeparator() +
57.                     "Definition: " +
58.                     result.getString("definition"));
59.             }
60.             if (definitions.isEmpty())
61.             {
62.                 this.logger.LogError(String.format("No rows in database for word: %s", wordToFind));
63.                 definitions.add("No Definition");
64.             }
65.         }
66.         catch (SQLException e)
67.         {
68.             this.logger.LogError(String.format("Definition not found for word: %s", wordToFind));
69.             this.logger.LogError("Error message: " + e.getMessage());
70.             definitions.add("No Definition");
71.         }
72.         String doubleLineSeparator = System.lineSeparator() + System.lineSeparator();
73.         return String.join(doubleLineSeparator, definitions);
74.     }
75.
76.     /**
77.      * gets if word is in dictionary.
78.      * @param wordToCheck Word to check.
79.      * @return returns the boolean value indicating whether the word exists in our database.
80.     */
81.     public boolean isWordInDictionary(String wordToCheck)
82.     {
83.         wordToCheck = wordToCheck.toLowerCase();
84.
85.         try
86.         {
87.             PreparedStatement doesWordExistQuery = connection.prepareStatement("SELECT 1 FROM entries WHERE word = ? LIMIT 1");
88.             doesWordExistQuery.setString(1, wordToCheck);
89.             ResultSet doesWordExistResult = doesWordExistQuery.executeQuery();
90.             return doesWordExistResult.next();
91.         }
```

```
91.     }
92.     catch (SQLException e)
93.     {
94.         this.logger.logError("word not found due to exception");
95.         this.logger.logError("Error message:" + e.getMessage());
96.     }
97.
98.     return false;
99. }
100.
```

## UsersDAO

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">UsersDAO()</a>		0%		n/a	1	1	5	5	1	1
<a href="#">doesUserExist(String)</a>		87%		50%	1	2	0	1	0	1
<a href="#">addUser(User)</a>		100%		n/a	0	1	0	12	0	1
<a href="#">queryByUsername(String)</a>		100%		100%	0	2	0	13	0	1
<a href="#">UsersDAO(Connection, Logger)</a>		100%		n/a	0	1	0	5	0	1
<a href="#">UsersDAO(PasswordHasher, Connection, Logger)</a>		100%		n/a	0	1	0	3	0	1
<a href="#">getUser(String)</a>		100%		n/a	0	1	0	1	0	1
Total	20 of 185	89%	1 of 4	75%	2	9	4	39	1	7

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## UsersDAO.java

```
1. package com.example.project.services.sqlite.dAOs;
2.
3. import com.example.project.services.Logger;
4. import com.example.project.services.PasswordHasher;
5. import com.example.project.models.User;
6. import com.example.project.services.sqlite.SQLiteUsersConnection;
7.
8. import java.sql.Connection;
9. import java.sql.PreparedStatement;
10. import java.sql.ResultSet;
11. import java.sql.SQLException;
12.
13. /**
14. * SQLite Users database. with a table `users` 2 columns. 'username', 'password'. Which are both defined as unique
15. * not null Strings in sqlite.
16. */
17. public class UsersDAO
18. {
19.     private final Logger logger;
20.     private final Connection connection;
21.     PasswordHasher passwordHasher = new PasswordHasher();
22.
23.     /**
24.      * Constructor for this class SQLiteDictionary.
25.      */
26.     public UsersDAO()
27.     {
28.         this.logger = new Logger();
29.         this.connection = new SQLiteUsersConnection().getInstance();
30.     }
31.
32.     protected UsersDAO(PasswordHasher hasher, Connection connection, Logger logger)
33.     {
34.         this(connection, logger);
35.         this.passwordHasher = hasher;
36.     }
37.
38.     /**
39.      * Constructor with injection for unit tests.
40.      * @param connection Connection
41.      * @param logger logger.
42.      */
43.     public UsersDAO(Connection connection, Logger logger)
44.     {
45.         this.logger = logger;
46.         this.connection = connection;
47.     }
48.
49.     /**
50.      * Adds user to the user.db.
51.      * password will be hashed before storing to ensure greater security (no plain text passwords)
52.      * @param user user to add.
53.      */
54.     public void addUser(User user)
55.     {
56.         String sql = "INSERT INTO users (username, password, highscore) VALUES (?, ?, ?)";
57.
58.         try
59.         {
60.             PreparedStatement query = this.connection.prepareStatement(sql);
61.             query.setString(1, user.getUsername());
62.
63.             query.setString(2, this.passwordHasher.hashPassword(user.getPassword())); //hashes password before storing
64.
65.             query.setInt(3, user.getHighscore());
66.             query.executeUpdate();
67.             this.logger.logMessage(String.format("added user: %s to the database", user.getUsername()));
68.         }
69.         catch (SQLException e)
70.         {
71.             this.logger.logError(String.format("Failed to add user: %s to the database", user.getUsername()));
72.             throw new RuntimeException(String.format("Failed to add user to the database. SQL Error details: %s", e.getMessage()));
73.         }
74.     }
75.
76.     /**
77.      * @param username username
78.      * @return returns bool indicating whether user is in database already.
79.      */
80.     public boolean doesUserExist(String username)
81.     {
82.         return queryByUsername(username) != null;
83.     }
84.
```

```
85.     private User queryByUsername(String username)
86.     {
87.         String sql = "SELECT username, password, highscore FROM users WHERE username = ?";
88.         try
89.         {
90.             PreparedStatement statement = connection.prepareStatement(sql);
91.             statement.setString(1, username);
92.             ResultSet result = statement.executeQuery();
93.
94.             if (!result.next()){// if user does not exist in database return null.
95.                 return null;
96.             }
97.
98.             int highscore = result.getInt("highscore");
99.             String usersPassword = result.getString("password");
100.            return new User(username, usersPassword, highscore);
101.        }
102.        catch (SQLException e)
103.        {
104.            this.logger.logError(String.format("SQL Exception. Failed to get user username: %s", username));
105.            this.logger.logError(String.format("%s", e.getMessage()));
106.            throw new RuntimeException("Failed to get user by username", e);
107.        }
108.    }
109.
110.
111.
112.
113. /**
114. * @param username.
115. * @return returns user with matching username.
116. */
117. public User getUser(String username)
118. {
119.     return queryByUsername(username);
120. }
121. }
```

## DailyRewardController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">playConfetti()</a>		0%		0%	2	2	14	14	1	1
<a href="#">onSpinButtonClicked()</a>		0%		0%	2	2	11	11	1	1
<a href="#">showReward(DailyRewardType)</a>		0%		0%	3	3	10	10	1	1
<a href="#">onSceneChangedToThis()</a>		0%		0%	2	2	7	7	1	1
<a href="#">DailyRewardController()</a>		0%		n/a	1	1	2	2	1	1
<a href="#">lambda\$onSpinButtonClicked\$0(ActionEvent)</a>		0%		n/a	1	1	4	4	1	1
<a href="#">lambda\$showReward\$2()</a>		0%		n/a	1	1	4	4	1	1
<a href="#">initialize()</a>		0%		n/a	1	1	2	2	1	1
<a href="#">lambda\$showReward\$1()</a>		0%		n/a	1	1	1	1	1	1
Total	208 of 208	0%	9 of 9	0%	14	14	53	53	9	9

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## com.example.project.services.sqlite.dAOs

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed Cxty	Missed Lines	Missed Methods	Missed Classes
<a href="#">C UsersDAO</a>		89%		75%	2	9	4	39
<a href="#">C DictionaryDAO</a>		100%		100%	0	6	0	37
Total	20 of 322	93%	1 of 8	87%	2	15	4	76

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## com.example.project.services.sqlite.dAOs

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">UsersDAO.java</a>		89%		75%	2	9	4	39	1	7	0	1
<a href="#">DictionaryDAO.java</a>		100%		100%	0	6	0	37	0	4	0	1
Total	20 of 322	93%	1 of 8	87%	2	15	4	76	1	11	0	2

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## SQLiteConnection

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">getInstance()</a>		57%		75%	1	3	2	7	0	1
<a href="#">createConnection()</a>		36%		n/a	0	1	3	5	0	1
<a href="#">static {...}</a>		100%		n/a	0	1	0	1	0	1
<a href="#">SQLiteConnection()</a>		100%		n/a	0	1	0	1	0	1
Total	28 of 65	56%	1 of 4	75%	1	6	5	14	0	4

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## SQLiteConnection.java

```
1. package com.example.project.services.sqlite;
2.
3. import com.example.project.services.Logger;
4.
5. import java.nio.file.Files;
6. import java.nio.file.Paths;
7. import java.sql.Connection;
8. import java.sql.DriverManager;
9. import java.sql.SQLException;
10.
11. /**
12.  * Abstract SQLiteConnection class.
13. */
14. public abstract class SQLiteConnection {
15.     private static final Logger logger = new Logger();
16.
17.     protected abstract Connection getSQLiteInstance();
18.
19.     protected abstract void setSQLiteInstance(Connection newInstance);
20.
21.     /**
22.      * Each subclass provides its database path.
23.     */
24.     protected abstract String getDatabasePath();
25.
26.     /**
27.      * Gets the database connection from an existing readonly resource .db
28.      * @return returns the connection is already made or creates new one.
29.     */
30.     public Connection getInstance()
31.     {
32.         if (getSQLiteInstance() != null){
33.             return getSQLiteInstance();
34.         }
35.
36.         if (!Files.exists(Paths.get(getDatabasePath())))
37.         {
38.             logger.logError(String.format("Database connection failed: Database file not found: %s", getDatabasePath()));
39.             throw new RuntimeException("Cannot initialize connection");
40.         }
41.
42.         setSQLiteInstance(createConnection());
43.         return getSQLiteInstance();
44.     }
45.
46.     private Connection createConnection()
47.     {
48.         String dbUrl = "jdbc:sqlite:" + getDatabasePath();
49.         try
50.         {
51.             return DriverManager.getConnection(dbUrl);
52.         } catch (SQLException sqlEx)
53.         {
54.             logger.logError("Database connection failed: " + sqlEx.getMessage());
55.             throw new RuntimeException("Cannot initialize connection", sqlEx);
56.         }
57.     }
58. }
59.
```

## SQLiteDictionaryConnection

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">SQLiteDictionaryConnection()</a>	100%		n/a		0	1	0	1	0	1
<a href="#">setSQLiteInstance(Connection)</a>	100%		n/a		0	1	0	2	0	1
<a href="#">getSQLiteInstance()</a>	100%		n/a		0	1	0	1	0	1
<a href="#">getDatabasePath()</a>	100%		n/a		0	1	0	1	0	1
Total	0 of 10	100%	0 of 0	n/a	0	4	0	5	0	4

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## SQLiteDictionaryConnection.java

```
1. package com.example.project.services.sqlite;
2.
3. import java.sql.Connection;
4.
5. /**
6.  * Connection to the dictionary.db
7. */
8. public class SQLiteDictionaryConnection extends SQLiteConnection
9. {
10.     private static Connection instance;
11.
12.     @Override
13.     protected Connection getSQLiteInstance() {
14.         return instance;
15.     }
16.
17.     @Override
18.     protected void setSQLiteInstance(Connection newInstance) {
19.         instance = newInstance;
20.     }
21.
22.     @Override
23.     protected String getDatabasePath()
24.     {
25.         return "databases/English-Dictionary-Open-Source-main/sqlite3/dictionary.db";
26.     }
27. }
```

## SQLiteUsersConnection

Element	Missed Instructions Cov.	Missed Branches Cov.	Missed Cxts	Missed Lines	Missed Methods
<a href="#">SQLiteUsersConnection()</a>	0%	n/a	1 1	1 1	1 1
<a href="#">setSQLiteInstance(Connection)</a>	0%	n/a	1 1	2 2	1 1
<a href="#">getSQLiteInstance()</a>	0%	n/a	1 1	1 1	1 1
<a href="#">getDatabasePath()</a>	0%	n/a	1 1	1 1	1 1
Total	10 of 10 0%	0 of 0	n/a	4 4	5 5

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## SQLiteUsersConnection.java

```
1. package com.example.project.services.sqlite;
2.
3. import java.sql.Connection;
4.
5. /**
6. * Connection to the users.db
7. */
8. public class SQLiteUsersConnection extends SQLiteConnection
9. {
10.     private static Connection instance;
11.
12.     @Override
13.     protected Connection getSQLiteInstance() {
14.         return instance;
15.     }
16.
17.     @Override
18.     protected void setSQLiteInstance(Connection newInstance) {
19.         instance = newInstance;
20.     }
21.
22.     @Override
23.     protected String getDatabasePath()
24.     {
25.         return "databases/users.db";
26.     }
27. }
```

## com.example.project.services.sqlite

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">C SQLiteConnection</a>	 56%	75%	1	6	5	14	0	4	0	4	0	1
<a href="#">C SQLiteUsersConnection</a>	 0%	n/a	4	4	5	5	4	4	1	4	1	1
<a href="#">C SQLiteDictionaryConnection</a>	 100%	n/a	0	4	0	5	0	4	0	4	0	1
Total	38 of 85	55%	1 of 4	75%	5	14	10	24	4	12	1	3

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## com.example.project.services.sqlite

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">SQLiteConnection.java</a>	56%	75%	1	6	5	14	0	4	0	4	0	1
<a href="#">SQLiteUsersConnection.java</a>	0%	n/a	4	4	5	5	4	4	1	4	1	1
<a href="#">SQLiteDictionaryConnection.java</a>	100%	n/a	0	4	0	5	0	4	0	4	0	1
Total	38 of 85	55%	1 of 4	75%	5	14	10	24	4	12	1	3

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## DailyRewardController.java

```
1. package com.example.project.controllers.gameScreens;
2.
3. import com.example.project.models.gameScreens.DailyRewardModel;
4. import com.example.project.models.gameScreens.DailyRewardType;
5. import com.example.project.services.GameScenes;
6. import com.example.project.services.SceneManager;
7. import com.example.project.services.Session;
8. import javafx.animation.RotateTransition;
9. import javafx.application.Platform;
10. import javafx.fxml.FXML;
11. import javafx.scene.control.Button;
12. import javafx.scene.control.Label;
13. import javafx.scene.image.ImageView;
14. import javafx.scene.layout.Pane;
15. import javafx.scene.layout.StackPane;
16. import javafx.scene.paint.Color;
17. import javafx.scene.shape.Rectangle;
18. import javafx.util.Duration;
19.
20. import java.time.LocalDate;
21. import java.util.Random;
22.
23. /**
24. * Controller for the daily reward popup screen.
25. */
26. public class DailyRewardController extends GameScreenController
27. {
28.     @FXML private StackPane root;
29.     @FXML private ImageView wheelImage;
30.     @FXML private ImageView stickImage;
31.     @FXML private Button spinButton;
32.     @FXML private Label rewardResultLabel;
33.     @FXML private Pane confettiLayer;
34.
35.     private final Random random = new Random();
36.
37.     /**
38.      * Initialises the daily reward view by resetting the reward label.
39.      */
40.     @FXML
41.     public void initialize() {
42.         rewardResultLabel.setText("");
43.     }
44.
45.     @Override
46.     public void onSceneChangedToThis() {
47.         rewardResultLabel.setText("");
48.         confettiLayer.getChildren().clear();
49.
50.         if (Session.getInstance().hasClaimedRewardToday()) {
51.             spinButton.setDisable(true);
52.             rewardResultLabel.setText("You've already claimed today's reward.");
53.         } else {
54.             spinButton.setDisable(false);
55.         }
56.     }
57.
58.     @FXML
59.     private void onSpinButtonClicked() {
60.         // Block spin if already claimed
61.         if (Session.getInstance().hasClaimedRewardToday()) {
62.             rewardResultLabel.setText("Already claimed.");
63.             spinButton.setDisable(true);
64.             return;
65.         }
66.
67.         spinButton.setDisable(true);
68.
69.         int spinDegrees = 720 + random.nextInt(360); // random stop angle
70.         RotateTransition rotate = new RotateTransition(Duration.seconds(2), stickImage);
71.         rotate.setByAngle(spinDegrees);
72.         rotate.setOnFinished(event -> {
73.             DailyRewardType reward = DailyRewardModel.rollReward();
74.             DailyRewardModel.applyReward(reward);
75.             showReward(reward);
76.         });
77.         rotate.play();
78.     }
}
```

```

79.
80.     private void showReward(DailyRewardType reward) {
81.         Platform.runLater(this::playConfetti);
82.
83.         String message = switch (reward) {
84.             case Daily_Reward_Won_1Dollar -> "You won $1!";
85.             case Daily_Reward_Won_5Dollars -> "You won $5!";
86.             case Daily_Reward_Won_NOTHING -> "You won... nothing! Try again tomorrow for a better Prize!";
87.         };
88.
89.         rewardResultLabel.setText(message);
90.         Session.getInstance().setLastRewardDate(LocalDate.now()); // mark claimed
91.
92.         new Thread(() -> {
93.             try {
94.                 Thread.sleep(3000);
95.             } catch (InterruptedException ignored) {}
96.             Platform.runLater(() -> SceneManager.getInstance().switchScene(GameScenes.MAINMENU));
97.         }).start();
98.     }
99.
100.    private void playConfetti() {
101.        confettiLayer.getChildren().clear();
102.        Random rand = new Random();
103.        for (int i = 0; i < 75; i++) {
104.            Rectangle confetti = new Rectangle(6, 12);
105.            confetti.setFill(Color.hsb(rand.nextInt(360), 1.0, 1.0));
106.            confetti.setLayoutX(confettiLayer.getWidth() / 2);
107.            confetti.setLayoutY(confettiLayer.getHeight() / 2);
108.
109.            var drop = new javafx.animation.TranslateTransition(Duration.seconds(1 + rand.nextDouble()), confetti);
110.            drop.setByX(rand.nextDouble() * 400 - 200);
111.            drop.setByY(rand.nextDouble() * 400 - 100);
112.            drop.setCycleCount(1);
113.            confettiLayer.getChildren().add(confetti);
114.            drop.play();
115.        }
116.    }
117. }

```

## FXMLPageLoader

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">load(String)</a>	100%		n/a		0	1	0	2	0	1
<a href="#">FXMLPageLoader()</a>	100%		n/a		0	1	0	3	0	1
<a href="#">getController()</a>	100%		n/a		0	1	0	1	0	1
Total	0 of 26	100%	0 of 0	n/a	0	3	0	6	0	3

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## FXMLPageLoader.java

```
1. package com.example.project.services;
2.
3. import javafx.fxml.FXMLLoader;
4. import javafx.scene.Parent;
5.
6. import java.io.IOException;
7.
8. /**
9. * FXML Loader wrapper class for the project to load the game screen FXML pages.
10.*/
11. public class FXMLPageLoader implements PageLoader
12. {
13.     private FXMLLoader loader;
14.
15.     /**
16.      * constructor.
17.     */
18.     public FXMLPageLoader() {
19.         this.loader = new FXMLLoader();
20.     }
21.
22.     @Override
23.     public Parent load(String fxmlPath) throws IOException
24.     {
25.         this.loader = new FXMLLoader(this.getClass().getResource(fxmlPath));
26.         return loader.load();
27.     }
28.
29.     @Override
30.     public <T> T getController() {
31.         return loader.getController();
32.     }
33. }
```

## GameScenes

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
static {...}	100%		n/a		0	1	0	6	0	1
Total	0 of 33	100%	0 of 0	n/a	0	1	0	6	0	1

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## GameScenes.java

```
1. package com.example.project.services;
2.
3. /**
4.  * Game Scenes enum.
5. */
6. public enum GameScenes
7. {
8.     /**
9.      * Login Screen.
10.     */
11.    LOGIN,
12.
13.    /**
14.     * Main Menu Screen.
15.     */
16.    MAINMENU,
17.
18.    /**
19.     * Daily Reward Spinner Screen.
20.     */
21.    DAILY_REWARD,
22.
23.    /**
24.     * Level Screen
25.     */
26.    LEVEL,
27.
28.    /**
29.     * Shop screen.
30.     */
31.    SHOP,
32. }
```

## Logger

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">Logger(ByteArrayOutputStream, ByteArrayOutputStream)</a>		100%	n/a	0	1	0	12	0	1	
<a href="#">Logger()</a>		100%	n/a	0	1	0	9	0	1	
<a href="#">logWithCapture(String, PrintStream, PrintStream)</a>		100%		100%	0	2	0	4	0	1
<a href="#">Logger(ByteArrayOutputStream, ByteArrayOutputStream, PrintStream, PrintStream)</a>		100%	n/a	0	1	0	4	0	1	
<a href="#">logError(String)</a>		100%	n/a	0	1	0	2	0	1	
<a href="#">logMessage(String)</a>		100%	n/a	0	1	0	2	0	1	
<a href="#">setPrintToConsole(boolean)</a>		100%	n/a	0	1	0	2	0	1	
<a href="#">getErrorLogs()</a>		100%	n/a	0	1	0	1	0	1	
<a href="#">getLogs()</a>		100%	n/a	0	1	0	1	0	1	
<a href="#">clearLogs()</a>		100%	n/a	0	1	0	2	0	1	
Total	0 of 142	100%	0 of 2	100%	0	11	0	36	0	10

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## Logger.java

```
1. package com.example.project.services;
2.
3. import org.apache.commons.logging.Log;
4.
5. import java.io.ByteArrayOutputStream;
6. import java.io.PrintStream;
7.
8. /**
9. * com.example.project.services.Logger for Application and to show up in test and build CI workflow.
10. */
11. public class Logger
12. {
13.     private PrintStream consoleErrorStream;
14.     private final PrintStream captureErrorStream;
15.     private ByteArrayOutputStream capturedErrorLogs = new ByteArrayOutputStream();
16.
17.     private PrintStream consoleStdOutStream;
18.     private final PrintStream captureStdOutStream;
19.     private ByteArrayOutputStream capturedStdOutLogs = new ByteArrayOutputStream();
20.
21.     private boolean printToConsole = true;
22.
23.     /**
24.      * Default constructor writes to console does not capture. For the project files. Use below for unit tests.
25.      */
26.     public Logger()
27.     {
28.         this.consoleErrorStream = System.err;
29.         this.captureErrorStream = new PrintStream(capturedErrorLogs);
30.
31.         this.consoleStdOutStream = System.out;
32.         this.captureStdOutStream = new PrintStream(capturedStdOutLogs);
33.     }
34.
35.     /**
36.      * Constructor for unit tests. Logger with constructor to input the byte array output stream to write to. (for mocking a log to check get methods.)
37.      * @param capturedErrStream byte array to store error logs.
38.      * @param capturedOutStream byte array to store standard output logs.
39.      */
40.     public Logger(ByteArrayOutputStream capturedErrStream, ByteArrayOutputStream capturedOutStream) {
41.         this.setPrintToConsole(false);
42.         this.consoleErrorStream = System.err;
43.         this.capturedErrorLogs = capturedErrStream;
44.         this.captureErrorStream = new PrintStream(this.capturedErrorLogs);
45.
46.         this.consoleStdOutStream = System.out;
47.         this.capturedStdOutLogs = capturedOutStream;
48.         this.captureStdOutStream = new PrintStream(this.capturedStdOutLogs);
49.     }
50.
51.     protected Logger(ByteArrayOutputStream capturedErrStream, ByteArrayOutputStream capturedOutStream, PrintStream mockRealErrOutput, PrintStream mockRealStdOutput)
52.     {
53.         this(capturedErrStream, capturedOutStream);
54.         this.consoleErrorStream = mockRealErrOutput;
55.         this.consoleStdOutStream = mockRealStdOutput;
56.     }
57.
58.     /**
59.      * @param value if this logger will also print to the console.
60.      */
61.     public void setPrintToConsole(boolean value){
62.         this.printToConsole = value;
63.     }
64.
65.     /**
66.      * @return Gets the error log messages.
67.      */
68.     public String getErrorLogs()
69.     {
70.         return this.capturedErrorLogs.toString();
71.     }
72.
73.
74.     /**
75.      * @return returns the standard log messages.
76.      */
77.     public String getLogs(){ return this.capturedStdOutLogs.toString(); }
78.
79.     /**
80.      * Logs an error message to standard error. And adds a newline.
81.      * <p>
82.      * The message can include format specifiers like in {@link String#format(String, Object...)}.
83.      *
84.      * @param message the error message format string (e.g., "Failed to connect to %s")
85.      */
86.     public void logError(String message)
87.     {
88.         this.logWithCapture(message, captureErrorStream, consoleErrorStream);
89.     }
90.
91.     /**
92.      * Clears captured logs use in tests teardown.
93.      */
94.     public void clearLogs() {
95.         capturedErrorLogs.reset();
96.     }
97.
98.     /**
99.      * Log message to System.out.
100.     * @param formattedMessage message.
101.     */
102.    public void logMessage(String formattedMessage)
103.    {
104.        this.logWithCapture(formattedMessage, captureStdOutStream, consoleStdOutStream);
105.    }
106.
```

```
107.     private synchronized void logWithCapture(String formattedMessage, PrintStream captureStream, PrintStream consoleStream)
108.     {
109.         captureStream.printf(formattedMessage + "%n"); // capture in memory for tests to look at.
110.         ◆◆◆ if (printToConsole)
111.         {
112.             consoleStream.printf(formattedMessage + "%n"); // console output
113.         }
114.     }
115. }
```

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## PasswordHasher

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">doesPasswordMatch(String, String)</a>	100%		n/a		0	1	0	5	0	1
<a href="#">PasswordHasher()</a>	100%		n/a		0	1	0	3	0	1
<a href="#">PasswordHasher(Logger)</a>	100%		n/a		0	1	0	3	0	1
<a href="#">hashPassword(String)</a>	100%		n/a		0	1	0	1	0	1
Total	0 of 49	100%	0 of 0	n/a	0	4	0	12	0	4

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## PasswordHasher.java

```
1. package com.example.project.services;
2. import org.mindrot.jbcrypt.BCrypt;
3.
4.
5. /**
6.  * Hashes passwords.
7. */
8. public class PasswordHasher
9. {
10.     private final Logger logger;
11.
12.     /**
13.      * public constructor.
14.     */
15.     public PasswordHasher(){
16.         this.logger = new Logger();
17.     }
18.
19.     protected PasswordHasher(Logger logger)
20.     {
21.         this.logger = logger;
22.     }
23.
24.     /**
25.      * Hashes a raw password using BCrypt.
26.      *
27.      * @param rawPassword the plain text password
28.      * @return the hashed password string
29.      */
30.     public String hashPassword(String rawPassword) {
31.         return BCrypt.hashpw(rawPassword, BCrypt.gensalt());
32.     }
33.
34.     /**
35.      * Verifies a candidate password against a hashed password.
36.      * @param candidate the plain text password entered by the user
37.      * @param hashed    the hashed password stored in the database
38.      * @return true if the password matches, false otherwise
39.      */
40.     public boolean doesPasswordMatch(String candidate, String hashed)
41.     {
42.         try {
43.             return BCrypt.checkpw(candidate, hashed);
44.         }
45.         catch (IllegalArgumentException e)
46.         {
47.             this.logger.logMessage(String.format("Password check failed, caught exception: %s", e.getMessage()));
48.             this.logger.logMessage(String.format("Cause: %s", e.getCause()));
49.             return false;
50.         }
51.     }
52. }
```

## PopupLoader

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
PopupLoader()		0%		n/a	1	1	3	3	1	1
createPopupController(PopupModel)		100%		n/a	0	1	0	7	0	1
PopupLoader(FXMLLoaderPageLoader)		100%		n/a	0	1	0	3	0	1
Total	8 of 41	80%	0 of 0	n/a	1	3	3	13	1	3

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## PopupLoader.java

```
1. package com.example.project.services;
2.
3. import com.example.project.controllers.popupControllers.PopupController;
4. import com.example.project.models.popups.PopupModel;
5. import javafx.scene.Parent;
6.
7. import java.io.IOException;
8.
9. /**
10. * class to load the popup and initialize it with a controller
11. */
12. public class PopupLoader
13. {
14.     private final FXMLPageLoader loader;
15.
16.     protected PopupLoader(FXMLPageLoader loader)
17.     {
18.         this.loader = loader;
19.     }
20.
21.     /**
22.      * Constructor.
23.     */
24.     public PopupLoader()
25.     {
26.         this.loader = new FXMLPageLoader();
27.     }
28.
29.     /**
30.      * create popup controller.
31.      * @param popupModel popup object.
32.      * @param <C> class of popup controller.
33.      * @param <P> class of popup.
34.      * @return returns controller of the tile.
35.     */
36.     public <C extends PopupController<P>, P extends PopupModel> C createPopupController(P popupModel)
37.     {
38.         try
39.         {
40.             // In this case not using javafx Popup because of its limitations.
41.             // Might refactor in case we use actual Popups.
42.             String fxmlPath = popupModel.getFXMLPath();
43.             Parent root = this.loader.load(fxmlPath);
44.             C controller = loader.getController();
45.             controller.initialize(popupModel);
46.             return controller;
47.         } catch (IOException e) {
48.             throw new RuntimeException("Failed to create popup controller: " + popupModel.getFXMLPath(), e);
49.         }
50.     }
51. }
```

## GameScreenController SidebarLoaded

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">GameScreenController SidebarLoaded(Parent, SidebarController)</a>		0%	n/a	1	1		1	1	1	1
Total	9 of 9	0%	0 of 0	n/a	1	1	1	1	1	1

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## SVGIcons

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">getCogIcon()</a>	0%		n/a		1	1	4	4	1	1
<a href="#">SVGIcons()</a>	0%		n/a		1	1	1	1	1	1
Total	15 of 15	0%	0 of 0	n/a	2	2	5	5	2	2

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## SVGIcons.java

```
1. package com.example.project.services;
2.
3. import javafx.scene.paint.Color;
4. import javafx.scene.shape.SVGPath;
5.
6. /**
7. * a static class to hold some icons for the application.
8. */
9. public class SVGIcons
10. {
11.     private static final String cogIcon = "M19.43 12.98c.04-.32.07-.66.07-1s-.03-.68-.07-1l2.11-1.65c.19-.15.24-.42.12-.64l-2-3.46c-.12-.21-.37-.3-.6-.22l-2.49 1a7.027 7.027 0 00-1.73-1l-.38-2.65A.4";
12.
13.     /**
14.      * gets a cog icon.
15.      * @return icon SVG.
16.     */
17.     public static SVGPath getCogIcon()
18.     {
19.         SVGPath cog = new SVGPath();
20.         cog.setContent(cogIcon);
21.         cog.setFill(Color.GRAY);
22.         return cog;
23.     }
24. }
```

## SceneManager

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">preloadPage(GameScenes, String, PageLoader)</a>		29%		50%	2	3	6	14	0	1
<a href="#">initialise(RootLayoutController, PageLoader)</a>		100%		100%	0	2	0	9	0	1
<a href="#">switchScene(GameScenes)</a>		100%		n/a	0	1	0	5	0	1
<a href="#">SceneManager(SceneManager, RootLayoutController, Map, Map)</a>		100%		n/a	0	1	0	6	0	1
<a href="#">static {...}</a>		100%		n/a	0	1	0	2	0	1
<a href="#">getInstance()</a>		100%		100%	0	2	0	3	0	1
<a href="#">SceneManager(SceneManager)</a>		100%		n/a	0	1	0	3	0	1
Total	58 of 166	65%	2 of 8	75%	2	11	6	42	0	7

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## SceneManager.java

```

1. package com.example.project.services;
2.
3. import com.example.project.controllers.RootLayoutController;
4. import javafx.scene.Parent;
5.
6. import java.io.IOException;
7. import java.util.HashMap;
8. import java.util.Map;
9. import com.example.project.controllers.gameScreens.GameScreenController;
10.
11. /**
12. * Represents the scene manager class.
13. */
14. public class SceneManager
15. {
16.     private static RootLayoutController rootController;
17.     private static Map<GameScenes, Parent> pages = new HashMap<>();
18.     private static Map<GameScenes, GameScreenController> controllers = new HashMap<>();
19.     private static SceneManager instance;
20.
21. /**
22. * @return Gets the programs Scene Manager instance.
23. */
24. public static SceneManager getInstance()
25. {
26.     if (instance == null) {
27.         instance = new SceneManager();
28.     }
29.
30.     return instance;
31. }
32.
33. private SceneManager() {}
34.
35. /**
36. * Constructor to inject an instance.
37. * @param newInstance new instance.
38. */
39. public SceneManager(SceneManager newInstance)
40. {
41.     instance = newInstance;
42. }
43.
44. /**
45. * Constructor with injection for tests
46. * @param newInstance instance
47. * @param newRootController root controller
48. * @param controllersToUse controllers
49. * @param pagesToUse pages
50. */
51. protected SceneManager(SceneManager newInstance, RootLayoutController newRootController, Map<GameScenes,
52.                         GameScreenController> controllersToUse, Map<GameScenes, Parent> pagesToUse)
53. {
54.     instance = newInstance;
55.     rootController = newRootController;
56.     controllers = controllersToUse;
57.     pages = pagesToUse;
58. }
59.
60. /**
61. * loads the fxml of all the scenes on launch to switch to via scene manager.
62. * @param theRootController the root Controller for the rootLayout scene.
63. * @param loader FXMLLoader
64. */
65. public void initialise(RootLayoutController theRootController, PageLoader loader)
66. {
67.     if (rootController != null)
68.     {
69.         throw new RuntimeException("Scene Manager already initialised in Application.start()");
70.     }
71.
72.     rootController = theRootController;
73.     preloadPage(GameScenes.LOGIN, "/com/example/project/gameScreens/login-view.fxml", loader);
74.     preloadPage(GameScenes.MAINMENU, "/com/example/project/gameScreens/main-menu-view.fxml", loader);
75.     preloadPage(GameScenes.DAILY_REWARD, "/com/example/project/gameScreens/dailyReward-view.fxml", loader);
76.     preloadPage(GameScenes.LEVEL, "/com/example/project/gameScreens/level-view.fxml", loader);
77.     preloadPage(GameScenes.SHOP, "/com/example/project/gameScreens/shop-view.fxml", loader);
78. }
79.
80. private void preloadPage(GameScenes type, String fxmlPath, PageLoader loader)
81. {
82.     Parent page;
83.     try{
84.         page = loader.load(fxmlPath);
85.     }
86.     catch (IOException e){
87.         throw new RuntimeException(String.format("Exception when loading page: %s. Message: %s, cause: %s", fxmlPath, e.getMessage(), e.getCause()));
88.     }
89.     catch (IllegalStateException e){
90.         throw new RuntimeException(String.format("game scene fxml path for %s not correct: %s, cause: %s", fxmlPath, e.getMessage(), e.getCause()));
91.     }
92.
93.     if (page == null)
94.     {
95.         throw new IllegalArgumentException("Page not loaded: " + type);
96.     }
97.
98.     GameScreenController controller = loader.getController();
99.     if (controller == null){

```

```
100.         throw new RuntimeException("must have a controller on the game screen that is a gameScreenController");
101.     }
102.
103.     controllers.put(type, controller);
104.     pages.put(type, page);
105. }
106.
107. /**
108. * Switch between scenes specify scene type of type from {@link GameScenes}.
109. * @param type scene.
110. */
111. public void switchScene(GameScenes type)
112. {
113.     Parent page = pages.get(type);
114.     GameScreenController controller = controllers.get(type);
115.     rootController.setContent(page);
116.     controller.onSceneChangedToThis();
117. }
118. }
```

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## Session

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
spendMoney(int)		0%		0%	3	3	6	6	1	1
addMoney(int)		0%	n/a		1	1	2	2	1	1
addUpgrade(UpgradeTileModel)		0%	n/a		1	1	2	2	1	1
hasClaimedRewardToday()		0%	n/a		1	1	1	1	1	1
resetMoney()		0%	n/a		1	1	2	2	1	1
setLevelModel(LevelModel)		0%	n/a		1	1	2	2	1	1
setUser(User)		0%	n/a		1	1	2	2	1	1
getHandSize()		0%	n/a		1	1	1	1	1	1
getWordWindowSize()		0%	n/a		1	1	1	1	1	1
setLastRewardDate(LocalDate)		0%	n/a		1	1	2	2	1	1
getLastRewardDate()		0%	n/a		1	1	1	1	1	1
getLevelModel()		0%	n/a		1	1	1	1	1	1
getRedrawWindowSize()		0%	n/a		1	1	1	1	1	1
Session(int, int, int, ObservableList, User, int, int, int, int, int)		100%	n/a		0	1	0	22	0	1
Session()		100%	n/a		0	1	0	16	0	1
updateLevelInfo()		100%	n/a		0	1	0	4	0	1
resetGame()		100%	n/a		0	1	0	6	0	1
resetPlaysRedraws()		100%	n/a		0	1	0	3	0	1
getInstance()		100%		50%	1	2	0	3	0	1
getUpgradeTilesProperty()		100%	n/a		0	1	0	1	0	1
getLevelRequirement()		100%	n/a		0	1	0	1	0	1
getLevelsBeaten()		100%	n/a		0	1	0	1	0	1
getMoneyProperty()		100%	n/a		0	1	0	1	0	1
getCurrentPlays()		100%	n/a		0	1	0	1	0	1
getCurrentRedraws()		100%	n/a		0	1	0	1	0	1
Total	78 of 303	74%	5 of 6	16%	16	28	24	74	13	25

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## Session.java

```
1. package com.example.project.services;
2.
3. import com.example.project.models.User;
4. import com.example.project.models.gameScreens.LevelModel;
5. import com.example.project.models.tiles.UpgradeTileModel;
6. import javafx.beans.property.*;
7. import javafx.collections.FXCollections;
8. import javafx.collections.ObservableList;
9.
10. import java.time.LocalDate;
11.
12.
13. /**
14. * Game Session. holds info of the current session.
15. */
16. public class Session
17. {
18.     private Integer handSize = 9;
19.
20.     private Integer wordWindowSize = 9;
21.
22.     private Integer redrawWindowSize = 9;
23.
24.     private final ObservableList<UpgradeTileModel> upgrades = FXCollections.observableArrayList();
25.
26.     private final IntegerProperty money;
27.
28.     private final int initialMoney;
29.
30.     private User loggedInUser;
31.
32.     private LevelModel levelModel;
33.
34.     private int levelsBeaten = 0;
35.
36.     private final int initialLevelRequirement;
37.
38.     private final int initialRedraws = 4;
39.     private final ReadOnlyIntegerWrapper currentRedraws = new ReadOnlyIntegerWrapper(initialRedraws);
40.     private final int initialPlays = 4;
41.     private final ReadOnlyIntegerWrapper currentPlays = new ReadOnlyIntegerWrapper(initialPlays);
42.
43.     private static Session instance;
44.
45.     /**
46.      * Gets the last date the player claimed their daily reward.
47.      *
48.      * @return the date the reward was last claimed, or null if never claimed
49.      */
50.     public LocalDate getLastRewardDate() {
51.         return lastRewardDate;
52.     }
53.
54.     /**
55.      * Gets session.
56.      * @return session instance.
57.      */
58.     public static Session getInstance()
59.     {
60.         if (instance == null){
61.             instance = new Session();
62.         }
63.
64.         return instance;
65.     }
66.
67.     /**
68.      * points required for the player to score at least to beat the current level.
69.      */
70.     private final ReadOnlyIntegerWrapper levelRequirement;
71.
72.     /**
73.      * @return points required for the play to score at least to beat the level.
74.      */
75.     public ReadOnlyIntegerWrapper getLevelRequirement() {
76.         return levelRequirement;
77.     }
78.
```

```

79. /**
80.  * Constructor for injecting values in for unit test.
81.  * @param newHandSize hand size.
82.  * @param newWordViewSize word length allowed.
83.  * @param newRedrawWindowSize redraw window size.
84.  * @param newUpgrades upgrade tiles.
85.  * @param newUser user.
86.  * @param newMoney money.
87.  * @param newLevelsBeaten levels beaten.
88.  * @param currentLevelRequirement current level requirement.
89.  * @param newFirstLevelsRequirement first level requirement.
90. */
91. protected Session(int newHandSize, int newWordViewSize, int newRedrawWindowSize,
92.                 ObservableList<UpgradeTileModel> newUpgrades, User newUser,
93.                 int newMoney, int newLevelsBeaten,
94.                 int currentLevelRequirement, int newFirstLevelsRequirement, int newInitialMoney)
95. {
96.     initialMoney = newInitialMoney;
97.     money = new ReadOnlyIntegerWrapper(newMoney);
98.     initialLevelRequirement = newFirstLevelsRequirement;
99.     handSize = newHandSize;
100.    wordWindowSize = newWordViewSize;
101.    redrawWindowSize = newRedrawWindowSize;
102.    loggedInUser = newUser;
103.    upgrades.setAll(newUpgrades);
104.    levelsBeaten = newLevelsBeaten;
105.    levelRequirement = new ReadOnlyIntegerWrapper(initialLevelRequirement);
106. }
107.
108. protected int getLevelsBeaten(){
109.     return levelsBeaten;
110. }
111.
112. /**
113.  * sets the session's level model
114.  * @param levelModel the current level model
115. */
116. public void setLevelModel(LevelModel levelModel) {
117.     this.levelModel = levelModel;
118. }
119.
120. /**
121.  * @return the current level model
122. */
123. public LevelModel getLevelModel() {
124.     return levelModel;
125. }
126.
127. /**
128.  * Default constructor.
129. */
130. public Session()
131. {
132.     initialLevelRequirement = 4;
133.     levelRequirement = new ReadOnlyIntegerWrapper(initialLevelRequirement);
134.     initialMoney = 0;
135.     money = new ReadOnlyIntegerWrapper(initialMoney);
136. }
137.
138. /**
139.  * Returns the read-only money property for binding to UI components.
140.  * This allows UI elements to automatically update when the players money changes.
141.  * @return ReadOnlyIntegerProperty representing the player's current money amount
142. */
143. public IntegerProperty getMoneyProperty()
144. {
145.     return money;
146. }
147.
148. /**
149.  * Adds an upgrade tile to the player's collection.
150.  * This will automatically update all UI displays bound to the upgrades property.
151.  *
152.  * @param upgrade this upgrades the tile to add it to the players collection
153. */
154. public void addUpgrade(UpgradeTileModel upgrade)
155. {
156.     upgrades.add(upgrade);
157. }
158.
159. /**
160.  * This attempts to spend the specified amount of money from the player's account.
161.  * This operation should only succeed if the player has enough money.

```

```

162.
163. *
164. * @param amount the amount of money to spend (cannot be negative)
165. * @return true if the transaction was successful (player had enough money),
166. *         false if the player is a brokey
167. * @throws IllegalArgumentException if the amount is negative
168. */
169. public boolean spendMoney(int amount)
170. {
171.     if (amount < 0)
172.     {
173.         throw new IllegalArgumentException("You do not have enough funds");
174.     }
175.     if (money.get() >= amount)
176.     {
177.         money.set(money.get() - amount);
178.         return true;
179.     }
180.     return false;
181.
182.
183. /**
184. * set new user.
185. * @param newUser user that logged in.
186. */
187. public void setUser(User newUser) {
188.     loggedInUser = newUser;
189. }
190.
191. /**
192. * gets hand size.
193. * @return returns number of tiles allowed in hand.
194. */
195. public int getHandSize() {
196.     return handSize;
197. }
198.
199. /**
200. * gets word size.
201. * @return return int word size.
202. */
203. public int getWordWindowSize() {
204.     return wordWindowSize;
205. }
206.
207. /**
208. * gets upgrade tile property
209. * @return upgrade tiles model list
210. */
211. public ReadOnlyListProperty<UpgradeTileModel> getUpgradeTilesProperty() {
212.     return new ReadOnlyListWrapper<>(upgrades);
213. }
214.
215. /**
216. * Increments how many points are required to beat the level.
217. */
218. public void updateLevelInfo() {
219.     this.levelsBeaten++;
220.     var current = this.levelRequirement.get();
221.     this.levelRequirement.set(current + (int) Math.pow(2, this.levelsBeaten));
222. }
223.
224. /**
225. * Resets the current session when you lose
226. */
227. public void resetGame() {
228.     money.set(initialMoney); // resets the players account to their starting amount
229.     levelsBeaten = 0;
230.     levelRequirement.set(initialLevelRequirement);
231.     upgrades.clear();
232.     resetPlaysRedraws();
233. }
234.
235. /**
236. * gets redraw window size (number of slots)
237. * @return return int redraw window size.
238. */
239. public Integer getRedrawWindowSize() {
240.     return redrawWindowSize;
241. }
242.
243. /**
244. * gets the current plays.

```

```

245.     * @return current plays remaining.
246.     */
247.    public ReadOnlyIntegerWrapper getCurrentPlays() {
248.        return currentPlays;
249.    }
250.
251.    /**
252.     * gets the redraws property.
253.     * @return the current redraws.
254.     */
255.    public ReadOnlyIntegerWrapper getCurrentRedraws(){
256.        return currentRedraws;
257.    }
258.
259.    /**
260.     * Reset the plays and redraws.
261.     */
262.    public void resetPlaysRedraws()
263.    {
264.        getCurrentRedraws().set(initialRedraws);
265.        getCurrentPlays().set(initialPlays);
266.    }
267.
268.
269.
270.    private LocalDate lastRewardDate = null;
271.
272.    /**
273.     * Adds money to the player's balance.
274.     * @param amount amount to add
275.     */
276.    public void addMoney(int amount) {
277.        this.money.set(this.money.get() + amount);
278.    }
279.
280.    /**
281.     * Sets the date the daily reward was last claimed.
282.     * @param date LocalDate of the reward claim
283.     */
284.    public void setLastRewardDate(LocalDate date) {
285.        this.lastRewardDate = date;
286.    }
287.
288.    /**
289.     * Checks if the player already claimed today's reward.
290.     * @return true if already claimed today
291.     */
292.    public boolean hasClaimedRewardToday() {
293.        return LocalDate.now().equals(lastRewardDate);
294.    }
295.
296.    /**
297.     * Resets the player's money to the initial state (e.g. 0).
298.     */
299.    public void resetMoney() {
300.        this.money.set(0);
301.    }
302.}

```

## com.example.project.services

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">Session</a>		74%		16%	16	28	24	74	13	25	0	1
<a href="#">SceneManager</a>		65%		75%	2	11	6	42	0	7	0	1
<a href="#">SVGIcons</a>		0%		n/a	2	2	5	5	2	2	1	1
<a href="#">PopupLoader</a>		80%		n/a	1	3	3	13	1	3	0	1
<a href="#">Logger</a>		100%		100%	0	11	0	36	0	10	0	1
<a href="#">PasswordHasher</a>		100%		n/a	0	4	0	12	0	4	0	1
<a href="#">GameScenes</a>		100%		n/a	0	1	0	6	0	1	0	1
<a href="#">FXMLPageLoader</a>		100%		n/a	0	3	0	6	0	3	0	1
Total	159 of 775	79%	7 of 16	56%	21	63	38	194	16	55	1	8

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## com.example.project.services

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">Session.java</a>		74%		16%	16	28	24	74	13	25	0	1
<a href="#">SceneManager.java</a>		65%		75%	2	11	6	42	0	7	0	1
<a href="#">SVGIcons.java</a>		0%		n/a	2	2	5	5	2	2	1	1
<a href="#">PopupLoader.java</a>		80%		n/a	1	3	3	13	1	3	0	1
<a href="#">Logger.java</a>		100%		100%	0	11	0	36	0	10	0	1
<a href="#">PasswordHasher.java</a>		100%		n/a	0	4	0	12	0	4	0	1
<a href="#">GameScenes.java</a>		100%		n/a	0	1	0	6	0	1	0	1
<a href="#">FXMLPageLoader.java</a>		100%		n/a	0	3	0	6	0	3	0	1
Total	159 of 775	79%	7 of 16	56%	21	63	38	194	16	55	1	8

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# Application

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">start(Stage)</a>		0%		n/a	1	1	13	13	1	1
<a href="#">main(String[])</a>		0%		n/a	1	1	2	2	1	1
<a href="#">Application()</a>		0%		n/a	1	1	1	1	1	1
Total	56 of 56	0%	0 of 0	n/a	3	3	16	16	3	3

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## Application.java

```
1. package com.example.project;
2.
3. import com.example.project.services.GameScenes;
4. import javafx.fxml.FXMLLoader;
5. import javafx.scene.Parent;
6. import javafx.scene.Scene;
7. import javafx.stage.Stage;
8. import com.example.project.services.FXMLPageLoader;
9. import com.example.project.services.SceneManager;
10.
11. import java.io.IOException;
12.
13. /**
14. * The entry point of the application.
15. */
16. public class Application extends javafx.application.Application
17. {
18.     /// Constants defining the window title and size
19.     public static final String TITLE = "WordPlay";
20.
21.     /// defining the window width.
22.     public static final int WIDTH = 1300;
23.
24.     /// Defining the window height.
25.     public static final int HEIGHT = 700;
26.
27.     @Override
28.     public void start(Stage stage) throws IOException
29.     {
30.         String rootScenePath = "/com/example/project/rootLayout-view.fxml";
31.         FXMLLoader rootLoader = new FXMLLoader(this.getClass().getResource(rootScenePath));
32.         Parent root = rootLoader.load();
33.         Scene scene = new Scene(root, WIDTH, HEIGHT);
34.         stage.setTitle(TITLE);
35.         stage.setScene(scene);
36.         stage.show();
37.         stage.setResizable(true);
38.         stage.setFullScreen(true);
39.
40.         var sceneManager = SceneManager.getInstance();
41.         sceneManager.initialise(rootLoader.getController(), new FXMLPageLoader());
42.         sceneManager.switchScene(GameScenes.LOGIN);
43.     }
44.
45.     /**
46.      * @param args the command-line arguments passed to your program when it starts.
47.      */
48.     public static void main(String[] args) {
49.         launch();
50.     }
51. }
```

## GameScreenController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">loadSidebar()</a>		0%		n/a	1	1	9	9	1	1
<a href="#">GameScreenController()</a>		100%		n/a	0	1	0	2	0	1
Total	32 of 40	20%	0 of 0	n/a	1	2	9	11	1	2

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## com.example.project

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
G Application	<div style="width: 0%; background-color: red;"></div>	0%		n/a	3	3	16	16	3	3	1	1
Total	56 of 56	0%	0 of 0	n/a	3	3	16	16	3	3	1	1

Created with JaCoCo 0.8.12.202403310830

## com.example.project

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">Application.java</a>	<div style="width: 0%; background-color: red;"></div>	0%	n/a		3	3	16	16	3	3	1	1
Total	56 of 56	0%	0 of 0	n/a	3	3	16	16	3	3	1	1

Created with JaCoCo 0.8.12.202403310830

# Project

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes	
<a href="#">com.example.project.controllers.gameScreens</a>		5%		4%	126	136	401	432	84	93	7	10	
<a href="#">com.example.project.controllers.gameScreens.animations</a>		0%		0%	19	19	74	74	17	17	5	5	
<a href="#">com.example.project.models.gameScreens</a>		72%		64%	41	104	68	242	23	65	2	8	
<a href="#">com.example.project.models.tiles</a>		72%		18%	17	50	42	127	8	39	1	8	
<a href="#">com.example.project.services</a>		79%		56%	21	63	38	194	16	55	1	8	
<a href="#">com.example.project.controllers.popupControllers</a>		0%		0%	12	12	27	27	10	10	2	2	
<a href="#">com.example.project.controllers.tiles</a>		62%		78%	9	36	34	93	7	28	1	5	
<a href="#">com.example.project.services.shopItems</a>		0%			n/a	4	4	42	42	4	4	1	1
<a href="#">com.example.project</a>		0%			n/a	3	3	16	16	3	3	1	1
<a href="#">com.example.project.controllers</a>		15%		0%	6	7	14	16	4	5	0	1	
<a href="#">com.example.project.services.sqlite</a>		55%		75%	5	14	10	24	4	12	1	3	
<a href="#">com.example.project.services.sqlite.dAOs</a>		93%		87%	2	15	4	76	1	11	0	2	
<a href="#">com.example.project.models.tileGroups</a>		95%		76%	8	33	3	84	2	20	0	3	
<a href="#">com.example.project.models.popups</a>		96%		75%	1	12	1	23	0	10	0	2	
<a href="#">com.example.project.services.sound</a>		100%		100%	0	12	0	54	0	11	0	2	
<a href="#">com.example.project.models</a>		100%			n/a	0	4	0	8	0	4	0	1
Total	3,474 of 6,774	48%	153 of 266	42%	274	524	774	1,532	183	387	22	62	

Created with JaCoCo 0.8.12.202403310830

# Sessions

This coverage report is based on execution data from the following sessions:

Session	Start Time	Dump Time
runnervmwhb2z-20ca9d8f	Oct 23, 2025, 4:36:50 AM	Oct 23, 2025, 4:36:56 AM

Execution data for the following classes is considered in this report:

Class	Id
<a href="#">C IntegrationTests.SQLite.DAOs.DictionaryDAOTests</a>	cbc478615c608970
<a href="#">C IntegrationTests.SQLite.SQLiteDictionaryConnectionTests</a>	48cceaa90217d0662
<a href="#">C com.example.project.controllers.RootLayoutController</a>	9ae56790d5e30800
<a href="#">C com.example.project.controllers.gameScreens.GameScreenController</a>	ee4d827410c39b14
<a href="#">C com.example.project.controllers.gameScreens.GameScreenController.MockitoMock.QpWV7WCH</a>	d1b33012e1386bf0
<a href="#">C com.example.project.controllers.gameScreens.LevelController</a>	01d63db2fde4e184
<a href="#">C com.example.project.controllers.gameScreens.LevelControllerTests</a>	7387170a47ed87ee
<a href="#">C com.example.project.controllers.gameScreens.ShopController</a>	a192ac01ad4f201a
<a href="#">C com.example.project.controllers.gameScreens.ShopControllerTests</a>	25b259513d633ff9
<a href="#">C com.example.project.controllers.popupControllers.DefinitionController</a>	a27e9fd845b67d9e
<a href="#">C com.example.project.controllers.tiles.EmptyTileControllerTests</a>	6497475060dddb55
<a href="#">C com.example.project.controllers.tiles.EmptyTileSlotController</a>	18b6e94a91e2870d
<a href="#">C com.example.project.controllers.tiles.LetterTileController</a>	3155123f322d1e95
<a href="#">C com.example.project.controllers.tiles.TileController</a>	472170f1175ccb7a
<a href="#">C com.example.project.controllers.tiles.TileControllerFactory</a>	c8eec2f00b38344
<a href="#">C com.example.project.controllers.tiles.TileControllerFactoryTests</a>	f42d29fec32812f
<a href="#">C com.example.project.controllers.tiles.TileControllerFactoryTests.UnsupportedTileModel</a>	f68f61f240dc72ed
<a href="#">C com.example.project.controllers.tiles.UpgradeTileController</a>	e82b0a2b77e89c80
<a href="#">C com.example.project.controllers.tiles.UpgradeTileControllerTests</a>	6dc5393ffc2a3798
<a href="#">C com.example.models.User</a>	73f2d93c7dc8d563
<a href="#">C com.example.project.models.gameScreens.GameScreenModel</a>	6a43d6c00726008a
<a href="#">C com.example.project.models.gameScreens.LevelModel</a>	c5ede2a760c1c2c6
<a href="#">C com.example.project.models.gameScreens.LevelModelTests</a>	20982a55b8728ed2
<a href="#">C com.example.project.models.gameScreens.LoginModel</a>	072cedfbca9d34f5
<a href="#">C com.example.project.models.gameScreens.LoginModelTest</a>	b3d0d2127edb5564
<a href="#">C com.example.project.models.gameScreens.MainMenuModel</a>	90d13fb9b0d17ebd
<a href="#">C com.example.project.models.gameScreens.MainMenuModelTest</a>	d8c1d3147e16af2f
<a href="#">C com.example.project.models.gameScreens.ScoreChimePlayer</a>	305eeeebb1be24dfe
<a href="#">C com.example.project.models.gameScreens.ShopModel</a>	04297a2d42d78998
<a href="#">C com.example.project.models.gameScreens.ShopModelTests</a>	edbae39c00ed37dd
<a href="#">C com.example.project.models.popups.DefinitionPopup</a>	c8f10388524de747
<a href="#">C com.example.project.models.popups.DefinitionPopupTest</a>	8cbcfc00e98e10091
<a href="#">C com.example.project.models.popups.PopupModel</a>	d7d747ca54f3b887
<a href="#">C com.example.project.models.popups.PopupModelTest</a>	04d5e36a76a2f67f
<a href="#">C com.example.project.models.popups.PopupModelTest.TestPopup</a>	3c2eea42713b0843
<a href="#">C com.example.project.models.tileGroups.LetterTileGroup</a>	772523f0066a5e5e
<a href="#">C com.example.project.models.tileGroups.LetterTileGroupTests</a>	ff80914c3c043aca
<a href="#">C com.example.project.models.tileGroups.TileGroup</a>	7e19ae733332145c
<a href="#">C com.example.project.models.tileGroups.UpgradeTileGroup</a>	929e544f2e2e1545
<a href="#">C com.example.project.models.tileGroups.UpgradeTileGroupTests</a>	416d5d8f386fb9eb
<a href="#">C com.example.project.models.tiles.EmptyTileSlotModel</a>	560309348fcda5aa7
<a href="#">C com.example.project.models.tiles.EmptyTileSlotTests</a>	eea0f1d61a927270
<a href="#">C com.example.project.models.tiles.LetterTileModel</a>	9fd302f38c1f8cd1
<a href="#">C com.example.project.models.tiles.LetterTileTest</a>	c23418cec948c9d6
<a href="#">C com.example.project.models.tiles.ScrabbleTileProvider</a>	27315692a76d665a
<a href="#">C com.example.project.models.tiles.ScrabbleTileProvider.ScrabbleTileData</a>	a8fe0d118608ac4b
<a href="#">C com.example.project.models.tiles.ScrabbleTileProviderTests</a>	55e168852cf7ab64
<a href="#">C com.example.project.models.tiles.TileModel</a>	7f89317b74b781f4
<a href="#">C com.example.project.models.tiles.TileTests</a>	f139067565a01480
<a href="#">C com.example.project.models.tiles.TileTests.TestTile</a>	1ca92c587282a891
<a href="#">C com.example.project.models.tiles.UpgradeTileModel</a>	d8e5bd4de3a48904
<a href="#">C com.example.project.models.tiles.UpgradeTileModel.UpgradeBuilder</a>	e43d95b879b5cfb0
<a href="#">C com.example.project.models.tiles.UpgradeTileModelTests</a>	f1b88d4fa30ff85f
<a href="#">C com.example.project.services.FXMLPageLoader</a>	fc465941ce8499fa
<a href="#">C com.example.project.services.GameScenes</a>	bb6365da561e625c
<a href="#">C com.example.project.services.Logger</a>	35873a42f21af8ed
<a href="#">C com.example.project.services.LoggerTests</a>	c1ae23810f932124
<a href="#">C com.example.project.services.PageLoader.MockitoMock.QTMvMDw</a>	fb589312e165f347
<a href="#">C com.example.project.services.PasswordHasher</a>	21259083042798f8
<a href="#">C com.example.project.services.PasswordHasherTests</a>	ab9b14223d126452
<a href="#">C com.example.project.services.PopupLoader</a>	81a0bc8fbeb958e2
<a href="#">C com.example.project.services.PopupLoaderTests</a>	4a1e5fed2011ccca
<a href="#">C com.example.project.services.SceneManager</a>	fa906701896b7ad3
<a href="#">C com.example.project.services.SceneManagerTests</a>	b7213257f589722d

<a href="#">com.example.project.services.Session</a>	7429939e85409605
<a href="#">com.example.project.services.SessionTests</a>	2bfd6120c5723b24
<a href="#">com.example.project.services.sound.GameMusicPlayer</a>	aa5a7a44e9cf5149
<a href="#">com.example.project.services.sound.GameMusicPlayerTests</a>	3ef4c70490b0845c
<a href="#">com.example.project.services.sound.GameSoundPlayer</a>	d9fd4a247737058d
<a href="#">com.example.project.services.sound.GameSoundPlayerTests</a>	5ed8bc9023ccee40
<a href="#">com.example.project.services.sqlite.ConnectionComparer</a>	3788cb41159b3e33
<a href="#">com.example.project.services.sqlite.SQLiteConnection</a>	99d0f75cd42ab9bc
<a href="#">com.example.project.services.sqlite.SQLiteDictionaryConnection</a>	dd0780a3988434c0
<a href="#">com.example.project.services.sqlite.dAOs.DictionaryDAO</a>	2e2be8bd42950ccb
<a href="#">com.example.project.services.sqlite.dAOs.DictionaryDAOTests</a>	59928558d04cdf1
<a href="#">com.example.project.services.sqlite.dAOs.SQLiteDBCreator</a>	8d3f0f1224c95ccf
<a href="#">com.example.project.services.sqlite.dAOs.UsersDAO</a>	bb0370a34c4a4a27
<a href="#">com.example.project.services.sqlite.dAOs.UsersDAOTests</a>	a414ca3d9e49520d
<a href="#">com.example.project.testHelpers.MockAudioSystemExtension</a>	ecc3043b791fc9ac
<a href="#">com.sun.glass.ui.Application</a>	d2c633053efff922
<a href="#">com.sun.glass.ui.View.Capability</a>	137b2444912a7638
<a href="#">com.sun.glass.utils.NativeLibLoader</a>	2756c6e87ea3573a
<a href="#">com.sun.javafx.PlatformUtil</a>	180f2410faf7cd2c
<a href="#">com.sun.javafx.application.PlatformImpl</a>	91660b3e95e248d3
<a href="#">com.sun.javafx.application.PlatformImpl_2</a>	b971d51ebea10887
<a href="#">com.sun.javafx.application.PlatformImpl.HighContrastScheme</a>	d2d4a159e49aa741
<a href="#">com.sun.javafx.beans.event.AbstractNotifyListener</a>	2a527122b153d8f7
<a href="#">com.sun.javafx.binding.ExpressionHelper</a>	f926dda9605240bf
<a href="#">com.sun.javafx.binding.ExpressionHelperBase</a>	9465a503879a5bb7
<a href="#">com.sun.javafx.binding.ListExpressionHelper</a>	6be51d95359214b6
<a href="#">com.sun.javafx.binding.ListExpressionHelper.Generic</a>	ecc179e6031e116e
<a href="#">com.sun.javafx.binding.ListExpressionHelper.SingleChange</a>	a0e45bc5db7b1d8f
<a href="#">com.sun.javafx.collections.ListListenerHelper</a>	77e86a2f08f0d7be
<a href="#">com.sun.javafx.collections.ListListenerHelper.Generic</a>	6ba162bb98d6936f
<a href="#">com.sun.javafx.collections.ListListenerHelper.SingleChange</a>	a74f7e03718465a8
<a href="#">com.sun.javafx.collections.MapListenerHelper</a>	83a6071d9d8e996c
<a href="#">com.sun.javafx.collections.ObservableListWrapper</a>	43e38702734066b8
<a href="#">com.sun.javafx.collections.ObservableMapWrapper</a>	9beb57dce3694f06
<a href="#">com.sun.javafx.collections.ObservableMapWrapper.SimpleChange</a>	6d2a9cb0f6001132
<a href="#">com.sun.javafx.collections.SourceAdapterChange</a>	22fe67ed36a975b9
<a href="#">com.sun.javafx.collections.TrackableObservableList</a>	d30f4d2fe4b29e79
<a href="#">com.sun.javafx.collections.VetoableListDecorator</a>	347d1dd01557fc01
<a href="#">com.sun.javafx.css.BitSet</a>	ab2966ccf18a1d6f
<a href="#">com.sun.javafx.css.PseudoClassImpl</a>	3f1829ba7270d233
<a href="#">com.sun.javafx.css.PseudoClassState</a>	6f7e579d2277afb4
<a href="#">com.sun.javafx.event.BasicEventDispatcher</a>	aa45d7a164f70eb3
<a href="#">com.sun.javafx.event.CompositeEventDispatcher</a>	1d685633a1724ba3
<a href="#">com.sun.javafx.event.CompositeEventHandler</a>	1e76a577da3cf8c4
<a href="#">com.sun.javafx.event.EventHandlerManager</a>	fd757caa74231309
<a href="#">com.sun.javafx.fxml.BeanAdapter</a>	2f491e945420e949
<a href="#">com.sun.javafx.fxml.BeanAdapter_1</a>	54763299be740b64
<a href="#">com.sun.javafx.fxml.BeanAdapter.MethodCache</a>	7ca3780f0a0405b6
<a href="#">com.sun.javafx.fxml.FXMLLoaderHelper</a>	ef6e8fbe52a02992
<a href="#">com.sun.javafx.fxml.MethodHelper</a>	c772402c943b6f9f
<a href="#">com.sun.javafx.fxml.ModuleHelper</a>	9001ae8bc94c3759
<a href="#">com.sun.javafx.geom.BaseBounds</a>	ed0a354be28d924a
<a href="#">com.sun.javafx.geom.RectBounds</a>	8919b9f96338309c
<a href="#">com.sun.javafx.geom.RectangularShape</a>	7fd95f3413eb8787
<a href="#">com.sun.javafx.geom.RoundRectangle2D</a>	c717cc2e84756909
<a href="#">com.sun.javafx.geom.Shape</a>	c8bc730560d51518
<a href="#">com.sun.javafx.geom.Vec2d</a>	d828757c2463f252
<a href="#">com.sun.javafx.geom.transform.BaseTransform</a>	1eb9022f26ea24ef
<a href="#">com.sun.javafx.geom.transform.Identity</a>	797e8fc16bcdcbdf
<a href="#">com.sun.javafx.perf.PerformanceTracker</a>	c0073c4114dae170
<a href="#">com.sun.javafx.reflect.ConstructorUtil</a>	61fe60a532acbe26
<a href="#">com.sun.javafx.reflect.MethodUtil</a>	2dfe70e9f3f59b0d
<a href="#">com.sun.javafx.reflect.MethodUtil_1</a>	411edf81fa5fe806
<a href="#">com.sun.javafx.reflect.ReflectUtil</a>	955b6e20e3cf3988
<a href="#">com.sun.javafx.runtime.VersionInfo</a>	097d2593b109124b
<a href="#">com.sun.javafx.scene.CssFlags</a>	7074f98c6728098c
<a href="#">com.sun.javafx.scene.DirtyBits</a>	6d9772ee39dddcc4c
<a href="#">com.sun.javafx.scene.EnteredExitedHandler</a>	b8c2963c3fde263f
<a href="#">com.sun.javafx.scene.EventHandlerProperties</a>	648a60aa74c8d9a6
<a href="#">com.sun.javafx.scene.EventHandlerProperties.EventHandlerProperty</a>	666b1b8358e54996
<a href="#">com.sun.javafx.scene.ImageViewHelper</a>	c083c8f185c5da1d
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<a href="#">com.sun.javafx.scene.ParentHelper</a>	c23f48847b5f5a46

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net.bytebuddy.asm.Advice.OffsetMapping.Target.ForDefaultValue.ReadWrite	6cb12c2494912a7b
net.bytebuddy.asm.Advice.OffsetMapping.Target.ForStackManipulation	fccfc9f054f497ff
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net.bytebuddy.asm.Advice.OffsetMapping.Target.ForVariable.ReadWrite	0c416afdf59072e
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net.bytebuddy.asm.Advice.StackMapFrameHandler.Default.Initialization.2	5ee1fd4ae8179ac1
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net.bytebuddy.asm.Advice.StackMapFrameHandler.Default.TranslationMode.2	87cf86c20729f65e
net.bytebuddy.asm.Advice.StackMapFrameHandler.Default.TranslationMode.3	e6194c7d74113b12
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net.bytebuddy.asm.Advice.StackMapFrameHandler.Default.WithPreservedArguments.WithArgumentCopy	894c7278034b34b6
net.bytebuddy.asm.Advice.StackMapFrameHandler.NoOp	dfc8866815118963
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net.bytebuddy.dynamic.DynamicType.Builder.MethodDefinition.ParameterDefinition.Simple.AbstractBase	3591bd96cf8ba88c
net.bytebuddy.dynamic.DynamicType.Builder.MethodDefinition.ParameterDefinition.Simple.Annotatable.AbstractBase	dd4ec10b2ca5aed6
net.bytebuddy.dynamic.DynamicType.Builder.MethodDefinition.ParameterDefinition.Simple.Annotatable.AbstractBase.Adapter	511cf7967b5892fe
net.bytebuddy.dynamic.DynamicType.Builder.MethodDefinition.ReceiverTypeDefinition.AbstractBase	6abfb4279099921b
net.bytebuddy.dynamic.DynamicType.Builder.MethodDefinition.TypeVariableDefinition.AbstractBase	9bb9648ea001ee26
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net.bytebuddy.dynamic.DynamicType.Default.Unloaded	60aab9827a2fe060
net.bytebuddy.dynamic.TargetType	92d2ae273e27a92e
net.bytebuddy.dynamic.Transformer.Compound	31031064056b461f
net.bytebuddy.dynamic.Transformer.ForMethod	9763e7fc8d3d0039
net.bytebuddy.dynamic.Transformer.ForMethod.MethodModifierTransformer	392d6ab6d2a08504
net.bytebuddy.dynamic.Transformer.ForMethod.TransformedMethod	8ee8fb29bba1f45
net.bytebuddy.dynamic.Transformer.ForMethod.TransformedMethod.AttachmentVisitor	41498d5684407e50
net.bytebuddy.dynamic.Transformer.ForMethod.TransformedMethod.TransformedParameter	2196a64af1ada8f5
net.bytebuddy.dynamic.Transformer.ForMethod.TransformedMethod.TransformedParameterList	68df6a158c64de3a
net.bytebuddy.dynamic.Transformer.NoOp	8fa58b41007a0c6e
net.bytebuddy.dynamic.TypeResolutionStrategy.Passive	560bec77a3a9e1cd
net.bytebuddy.dynamic.VisibilityBridgeStrategy.Default	92dd499e424995ab
net.bytebuddy.dynamic.VisibilityBridgeStrategy.Default.1	88969522be51c47a
net.bytebuddy.dynamic.VisibilityBridgeStrategy.Default.2	e90257accee75dbe
net.bytebuddy.dynamic.VisibilityBridgeStrategy.Default.3	db1eec57628b9b8
net.bytebuddy.dynamic.loading.ByteArrayClassLoader	bc61ad56649f6a21
net.bytebuddy.dynamic.loading.ByteArrayClassLoader.ClassDefinitionAction	7ddd05378a81b5ac
net.bytebuddy.dynamic.loading.ByteArrayClassLoader.PackageLookupStrategy.CreationAction	579d717b5fb1777c
net.bytebuddy.dynamic.loading.ByteArrayClassLoader.PackageLookupStrategy.ForJava9CapableVm	3116856af2d9e391
net.bytebuddy.dynamic.loading.ByteArrayClassLoader.PersistenceHandler	e4d3975d11965972
net.bytebuddy.dynamic.loading.ByteArrayClassLoader.PersistenceHandler.1	c5b4f188a059f348
net.bytebuddy.dynamic.loading.ByteArrayClassLoader.PersistenceHandler.2	d4d9d89c20c33c79
net.bytebuddy.dynamic.loading.ByteArrayClassLoader.SynchronizationStrategy.CreationAction	85defb9db5b2b5cc
net.bytebuddy.dynamic.loading.ByteArrayClassLoader.SynchronizationStrategy.ForJava8CapableVm	fae027d8e16a32fa
net.bytebuddy.dynamic.loading.ClassFilePostProcessor.NoOp	6146ad1c41c815ee
net.bytebuddy.dynamic.loading.ClassInjector.AbstractBase	48ea808bb6ccbbf1
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net.bytebuddy.dynamic.loading.ClassLoadingStrategy	eee19f05d61ced57
net.bytebuddy.dynamic.loading.ClassLoadingStrategy.UsingLookup	3fe445da3a017ea7
net.bytebuddy.dynamic.loading.InjectionClassLoader	41bc10f352e48896
net.bytebuddy.dynamic.loading.InjectionClassLoader.Strategy	6ed217ae5fb57d05
net.bytebuddy.dynamic.loading.MultipleParentClassLoader.Builder	079ab85cc0317f7f
net.bytebuddy.dynamic.loading.PackageDefinitionStrategy.Definition.Trivial	968c1d05fe34e6ba
net.bytebuddy.dynamic.loading.PackageDefinitionStrategy.Trivial	1b8be35a135f3f27
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net.bytebuddy.dynamic.scaffold.FieldLocator.Resolution.Simple	9c60c3ef37a8e07c
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net.bytebuddy.dynamic.scaffold.InstrumentedType.Factory.Default.2	41b308deac98792e
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net.bytebuddy.dynamic.scaffold.TypeWriter.MethodPool.Record.Sort	9c1fc9a17d6e668e

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net.bytebuddy.implementation.FieldNameExtractor.ForBeanProperty.2	9b5ceca2df3ecd1d
net.bytebuddy.implementation.FieldAccessor.ForImplicitProperty	00ae8b8a36194ac3
net.bytebuddy.implementation.FieldAccessor.ForImplicitProperty.Appender	2e8d7d416fa1d766
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org.mockito.Answers	afd86bd70185fc83
org.mockito.ArgumentMatchers	30453f217beea892
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org.mockito.internal.configuration.ClassPathLoader	173a7c62160e6dbf
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org.mockito.internal.configuration.SpyAnnotationEngine	6b53375c8a8a5cc1
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org.mockito.internal.creation.SuspendMethod	5807a496dfc9c4c6
org.mockito.internal.creation.bytebuddy.ByteBuddyCrossClassLoaderSerializationSupport	b07e753f8b4d10a1
org.mockito.internal.creation.bytebuddy.BytecodeGenerator	b96181544d17b32a
org.mockito.internal.creation.bytebuddy.InlineByteBuddyMockMaker	a1a0ac895421946d
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org.mockito.internal.creation.bytebuddy.InlineBytecodeGenerator.ParameterWritingVisitorWrapper.MethodParameterStrippingMethodVisitor	4daaaa2d160cb215
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org.mockito.internal.creation.bytebuddy.MockMethodAdvice.ConstructorShortcut.1	d1c660410fc1f7ca
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org.mockito.internal.util.concurrent.WeakConcurrentMap.LatentKey	49d0008ff01c2270
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org.slf4j.helpers.Reporter	c9b912a7116daa87
org.slf4j.helpers.Reporter.Level	07530b930aa1c996
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org.slf4j.simple.OutputChoice	1210473ae6c23a02
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org.sqlite.date.FastDatePrinter.TwoDigitMonthField	86f24deb0f79ff8e
org.sqlite.date.FastDatePrinter.TwoDigitNumberField	a85da15723b8b680
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org.sqlite.util.LibraryLoaderUtil	4df105564098d269
org.sqlite.util.OSInfo	50a8b6f7f0e697a7
org.sqlite.util.ProcessRunner	eab1d4463e729110
sun.util.resources.cldr.provider.CLDRLocaleDataMetaInfo	cea799461486d92b

## GameScreenController.java

```
1. package com.example.project.controllers.gameScreens;
2.
3. import com.example.project.services.Logger;
4. import javafx.fxml.FXMLLoader;
5. import javafx.scene.Parent;
6.
7. import java.io.IOException;
8.
9. /**
10. * Game screen controller that has some startup on screen thing todo. Level, shop controllers.
11. */
12. public abstract class GameScreenController
13. {
14.     protected Logger logger = new Logger();
15.
16.     protected GameScreenController() {}
17.
18. /**
19. * Called when the game scene is changed to one of the GameScenes Login, Level, Shop etc.
20. */
21. public abstract void onSceneChangedToThis();
22.
23. protected record SidebarLoaded(Parent node, SidebarController controller){}
24.
25. protected SidebarLoaded loadSidebar(){
26.     // TODO: put in parent return a sidebar node return a sidebarController. OR put static load method into controller?. or make it a singleton.
27.     var sidebarPath = "/com/example/project/gameScreens/sidebar.fxml";
28.     FXMLLoader loader = new FXMLLoader(getClass().getResource(sidebarPath));
29.     Parent sidebarNode = null;
30.     try{
31.         sidebarNode = loader.load();
32.     }
33.     catch (IOException exception){
34.         this.logger.LogError("failed to load sidebar fxml file.");
35.     }
36.
37.     SidebarLoaded side = new SidebarLoaded(sidebarNode, loader.getController());
38.     return side;
39. }
40. }
```

## LevelController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
λ lambda\$onPlayButton\$9(int, ActionEvent)		0%		0%	8	8	25	25	1	1
initialize()		0%	n/a	n/a	1	1	24	24	1	1
onSceneChangedToThis()		0%	n/a	n/a	1	1	12	12	1	1
syncLevelWonText()		0%	n/a	n/a	3	3	16	16	1	1
setupDefinitionPopup()		0%	n/a	n/a	1	1	11	11	1	1
onPlayButton()		0%	n/a	n/a	1	1	9	9	1	1
syncRedrawWindow()		0%	n/a	n/a	3	3	9	9	1	1
syncDefinitionWindow(boolean)		0%	n/a	n/a	3	3	9	9	1	1
LevelController()		0%	n/a	n/a	1	1	8	8	1	1
lambda\$runTotalScoreAnimation\$10(Label, Paint, int, ActionEvent)		0%	n/a	n/a	1	1	10	10	1	1
syncPlayButton()		0%		0%	5	5	4	4	1	1
runTotalScoreAnimation(int, int)		0%	n/a	n/a	1	1	7	7	1	1
syncRedrawButton()		0%		0%	3	3	4	4	1	1
lambda\$setupDefinitionPopup\$6(ObservableValue, Boolean, Boolean)		0%		0%	2	2	5	5	1	1
onLetterTileClicked(LetterTileController)		0%		0%	2	2	3	3	1	1
lambda\$setupDefinitionPopup\$5(MouseEvent)		0%		0%	2	2	4	4	1	1
lambda\$onSceneChangedToThis\$4()		0%		0%	2	2	1	1	1	1
lambda\$onPlayButton\$8(int, int, ActionEvent)		0%	n/a	n/a	1	1	3	3	1	1
syncConfirmRedrawButton()		0%	n/a	n/a	1	1	2	2	1	1
lambda"syncDefinitionWindow\$7(boolean, ActionEvent)		0%		0%	2	2	3	3	1	1
lambda\$initialize\$3(ObservableValue, Boolean, Boolean)		0%	n/a	n/a	1	1	1	1	1	1
lambda"syncLevelWonText\$12(ActionEvent)		0%	n/a	n/a	1	1	1	1	1	1
lambda"syncLevelWonText\$11(ActionEvent)		0%	n/a	n/a	1	1	1	1	1	1
lambda\$initialize\$2(ObservableValue, Boolean, Boolean)		0%	n/a	n/a	1	1	1	1	1	1
lambda\$initialize\$1(ObservableValue, Number, Number)		0%	n/a	n/a	1	1	1	1	1	1
lambda\$initialize\$0(ObservableValue, Number, Number)		0%	n/a	n/a	1	1	1	1	1	1
onRedrawButton()		91%		50%	1	2	0	3	0	1
onConfirmRedrawButton()		91%		50%	1	2	0	3	0	1
LevelController(LevelModel)		100%	n/a	n/a	0	1	0	5	0	1
onSkipButton()		100%	n/a	n/a	0	1	0	1	0	1
Total	737 of 791	6%	50 of 52	3%	52	56	164	176	26	30

## LevelController.java

```

1. package com.example.project.controllers.gameScreens;
2.
3. import com.example.project.models.tileGroups.LetterTileGroup;
4. import com.example.project.models.tileGroups.UpgradeTileGroup;
5. import com.example.project.controllers.gameScreens.animations.LevelScoreSequence;
6. import com.example.project.controllers.gameScreens.animations.ScoreTimeline;
7. import com.example.project.controllers.gameScreens.animations.TextEmphasisAnimation;
8. import com.example.project.controllers.popupControllers.DefinitionController;
9. import com.example.project.controllers.tiles.LetterTileController;
10. import com.example.project.models.gameScreens.LevelModel;
11. import com.example.project.models.popups.DefinitionPopup;
12. import com.example.project.services.GameScenes;
13. import com.example.project.services.PopupLoader;
14. import com.example.project.services.SceneManager;
15. import com.example.project.services.Session;
16. import com.example.project.services.sound.GameSoundPlayer;
17. import javafx.animation.*;
18. import javafx.beans.binding.Bindings;
19. import javafx.fxml.FXML;
20. import javafx.scene.Cursor;
21. import javafx.scene.control.Button;
22. import javafx.scene.control.Label;
23. import javafx.scene.layout.HBox;
24. import javafx.scene.layout.StackPane;
25. import javafx.scene.paint.Color;
26. import javafx.util.Duration;
27. import javafx.scene.layout.VBox;
28. import java.util.*;
29.
30.
31. /**
32. * Controller for the level screen.
33. */
34. public class LevelController extends GameScreenController
35. {
36.     @FXML Label levelWonLostText;
37.     @FXML private StackPane sidebar;
38.     @FXML HBox tileRackContainer;
39.     @FXML HBox wordWindowContainer;
40.     @FXML HBox upgradeTilesContainer;
41.     @FXML Button playButton;
42.     @FXML Button redrawButton;
43.     @FXML VBox redrawContainer;
44.     @FXML Button confirmRedrawButton;
45.     @FXML private StackPane root;
46.     @FXML private StackPane definitionContainer;
47.
48.     private static LevelModel levelModel;
49.     private final DefinitionPopup definitionPopup = new DefinitionPopup();
50.     private UpgradeTileGroup upgradeGroup;
51.     private LetterTileGroup tileRack;
52.     private LetterTileGroup wordTilesRow;
53.     private LetterTileGroup redrawTilesColumn;
54.     private SidebarController sidebarController;
55.
56.     private final GameSoundPlayer spillSound = new GameSoundPlayer("/com/example/project/Sounds/spill2.wav");
57.     private final GameSoundPlayer shakeSound = new GameSoundPlayer("/com/example/project/Sounds/shake2.wav");
58.     private final GameSoundPlayer wonSound = new GameSoundPlayer("/com/example/project/Sounds/win.wav");
59.
60. /**
61. * Constructor only called once each time application opened.
62. */
63. public LevelController()
64. {
65.     super();
66.     levelModel = new LevelModel(Session.getInstance());
67.     Session.getInstance().setLevelModel(levelModel);
68. }
69.
70. protected LevelController(LevelModel model) { levelModel = model; }
71.
72. /**
73. * @see Session#getMoneyProperty() for the money binding
74. */
75. @FXML
76. public void initialize()
77. {
78.     // Setup Listeners. (automatically updates each property when they're changed)
79.     Session.getInstance().getCurrentRedraws().addListener((obs, oldValue, newValue) -> syncRedrawButton());
80.     Session.getInstance().getCurrentPlays().addListener((obs, oldValue, newValue) -> syncPlayButton());
81.
82.     levelModel.getIsRedrawActive().addListener((obs, oldValue, newValue) -> syncRedrawWindow());
83.     definitionPopup.getIsDefinitionActive().addListener((obs, oldValue, newValue) -> syncDefinitionWindow(newValue));
84.
85.     tileRack = new LetterTileGroup(Session.getInstance().getHandSize(), tileRackContainer,
86.         levelModel.getTileRackTilesProperty(), this::onLetterTileClicked);
87.
88.     wordTilesRow = new LetterTileGroup(Session.getInstance().getWordWindowSize(), wordWindowContainer,
89.         levelModel.getWordWindowTilesProperty(), this::onLetterTileClicked,
90.         List.of(this::syncPlayButton));
91.
92.     redrawTilesColumn = new LetterTileGroup(Session.getInstance().getWordWindowSize(), redrawContainer,
93.         levelModel.getRedrawWindowTilesProperty(), this::onLetterTileClicked,
94.         List.of(this::syncRedrawButton, this::syncConfirmRedrawButton));
95.
96.     upgradeGroup = new UpgradeTileGroup(upgradeTilesContainer, Session.getInstance().getUpgradeTilesProperty());
97.
98.     setupDefinitionPopup();
99.
100.    var loadedSidebar = this.loadSidebar();
101.    var sidebarNode = ((StackPane) loadedSidebar.node());
102.    this.sidebar.getChildren().add(sidebarNode);
103.    this.sidebarController = loadedSidebar.controller();
104.    sidebarController.setupProperties(levelModel);
105.
106.    // initial sync.
107.    syncPlayButton();
108.    syncRedrawButton();
109.    syncConfirmRedrawButton();
110.    syncRedrawWindow();
111. }
112.

```

```

113. @Override
114. public void onSceneChangedToThis()
115. {
116.     levelModel.setupNewLevel();
117.     this.logger.logMessage("level page loaded.");
118.     levelWonLostText.setText("");
119.
120.     tileRack.syncTiles();
121.     wordTilesRow.syncTiles();
122.     redrawTilesColumn.syncTiles();
123.     upgradeGroup.syncTiles();
124.
125.     // level outcome text banner will only be visible when there is text
126.     levelWonLostText.visibleProperty().bind(Bindings.createBooleanBinding(
127.         () -> !levelWonLostText.getText().isEmpty(), levelWonLostText.textProperty()));
128.     levelWonLostText.managedProperty().bind(levelWonLostText.visibleProperty());
129.     levelWonLostText.prefWidthProperty().bind(levelWonLostText.widthProperty().add(500));
130.
131. }
132.
133. private void setupDefinitionPopup()
134. {
135.     PopupLoader popupLoader = new PopupLoader();
136.     DefinitionController definitionController = popupLoader.createPopupController(definitionPopup);
137.     definitionContainer.setMouseTransparent(true);
138.     definitionContainer.setVisible(false);
139.
140.     var popupRoot = definitionController.getStack();
141.     definitionContainer.getChildren().add(popupRoot);
142.
143.     popupRoot.managedProperty().bind(definitionPopup.getIsDefinitionActive());
144.     definitionPopup.setIsDefinitionActive(false);
145.
146.     // Listener for auto hiding the popup when clicking the container area outside the popup's content
147.     definitionContainer.setOnMouseClicked(event -> {
148.         if (event.getTarget() == definitionContainer) {
149.             definitionPopup.setIsDefinitionActive(false);
150.         }
151.         event.consume();
152.     });
153.
154.     // Listener for changing cursor appearance anywhere on screen
155.     definitionPopup.getIsDefinitionActive().addListener((activeObs, wasActive, isActive) -> {
156.         if (isActive) {
157.             definitionContainer.setCursor(Cursor.HAND);
158.         } else {
159.             definitionContainer.setCursor(Cursor.DEFAULT);
160.             this.syncLevelWonText();
161.         }
162.     });
163. }
164.
165. private void syncRedrawWindow()
166. {
167.     var isRedrawActive = levelModel.getIsRedrawActive().get();
168.     var distance = isRedrawActive ? -50 : 300; // slide on if inactive. slide out if active.
169.     TranslateTransition redrawWindowSlide = new TranslateTransition(Duration.millis(500), redrawContainer);
170.     redrawWindowSlide.setToX(distance);
171.     redrawWindowSlide.play();
172.     syncRedrawButton();
173.     var soundToPlay = isRedrawActive ? shakeSound : spillSound;
174.     soundToPlay.replay();
175. }
176.
177. private void syncDefinitionWindow(boolean isDefinitionActive){
178.     if (isDefinitionActive) {
179.         definitionContainer.setVisible(true);
180.         definitionContainer.setMouseTransparent(false);
181.     }
182.     var distance = isDefinitionActive ? 300 : 1000; // slide on if inactive. slide out if active.
183.     TranslateTransition definitionWindowSlide = new TranslateTransition(Duration.millis(500), definitionContainer);
184.     definitionWindowSlide.setToX(distance);
185.     definitionWindowSlide.setOnFinished(e -> {
186.         if (!isDefinitionActive) {
187.             definitionContainer.setVisible(false);
188.         }
189.     });
190.     definitionWindowSlide.play();
191. }
192.
193.
194. private void syncRedrawButton()
195. {
196.     var redraws = Session.getInstance().getCurrentRedraws().get();
197.     redrawButton.setDisable(redraws == 0);
198.     redrawButton.setText(levelModel.getIsRedrawActive().get() ? "Cancel" : "Redraw Letters");
199. }
200.
201. private void syncPlayButton()
202. {
203.     var plays = Session.getInstance().getCurrentPlays().get();
204.     playButton.setDisable((plays == 0) || !levelModel.isCurrentWordValid() || levelModel.getWordWindowTilesProperty().isEmpty() || levelModel.getIsRedrawActive().get());
205.     playButton.setText("Play Word");
206. }
207.
208.
209. private void syncConfirmRedrawButton(){
210.     confirmRedrawButton.setDisable(levelModel.getRedrawWindowTilesProperty().isEmpty());
211. }
212.
213. /**
214. * Handle tile clicks.
215. */
216. private void onLetterTileClicked(LetterTileController tileController)
217. {
218.     boolean moved = levelModel.tryMoveTile(tileController.getModel());
219.     if (!moved) { this.logger.logMessage("Cannot move tile - no space available or tile not found."); }
220.
221.
222. /**
223. * Handle play button
224. */
225. @FXML
226. protected void onPlayButton()
227. {
228.     definitionPopup.setPopup(levelModel.getCurrentWord());
229.     playButton.setDisable(true);
230.     var rawPoints = sidebarController.getRawPointsLabel();

```

```

231.     var multiplier = sidebarController.getMultiplierLabel();
232.
233.     int startScore = levelModel.getPlayersTotalPoints().get();
234.     var tileScoringSequence = new LevelScoreSequence(wordTilesRow.getControllers(), levelModel, rawPoints, multiplier);
235.     tileScoringSequence.setOnFinished(e ->
236.     {
237.         // Capturing scores before upgrades run
238.         int preUpgradePoints = levelModel.wordPointsProperty().get();
239.         int preUpgradeMulti = levelModel.wordMultiProperty().get();
240.
241.         int endScore = startScore + levelModel.calcTotalWordScore(); // Upgrades run here
242.
243.         // Capturing scores after upgrades run
244.         int postUpgradePoints = levelModel.wordPointsProperty().get();
245.         int postUpgradeMulti = levelModel.wordMultiProperty().get();
246.
247.         // Check if any upgrade changed the points or multiplier
248.         boolean pointsChanged = preUpgradePoints != postUpgradePoints;
249.         boolean multiChanged = preUpgradeMulti != postUpgradeMulti;
250.         boolean upgradesApplied = pointsChanged || multiChanged;
251.
252.         SequentialTransition upgradeSequence = new SequentialTransition();
253.
254.         if (upgradesApplied) {
255.             if (pointsChanged) {
256.                 var pointsLabel = sidebarController.getRawPointsLabel();
257.                 var scoreInitialColour = pointsLabel.getTextFill();
258.                 TextEmphasisAnimation pointsEmphasis = new TextEmphasisAnimation(pointsLabel, scoreInitialColour, scoreInitialColour, Duration.seconds(0));
259.                 upgradeSequence.getChildren().addAll(pointsEmphasis.getChildren());
260.                 upgradeSequence.getChildren().add(new javafx.animation.PauseTransition(Duration.millis(1)));
261.             }
262.             if (multiChanged) {
263.                 var comboMultiplierLabel = sidebarController.getComboLabel();
264.                 var multiColour = comboMultiplierLabel.getTextFill();
265.                 TextEmphasisAnimation multiEmphasis = new TextEmphasisAnimation(comboMultiplierLabel, multiColour, multiColour, Duration.seconds(0));
266.                 upgradeSequence.getChildren().addAll(multiEmphasis.getChildren());
267.             }
268.
269.             upgradeSequence.setOnFinished(g -> {
270.                 levelModel.getTileScoreSoundPlayer().playNextNote();
271.                 runTotalScoreAnimation(startScore, endScore);
272.             });
273.
274.             upgradeSequence.play();
275.         } else {
276.             // If no upgrades changed the score, skip the upgrade animation and run total score immediately
277.             runTotalScoreAnimation(startScore, endScore);
278.         }
279.     });
280.
281.     tileScoringSequence.play();
282. }
283.
284. private void runTotalScoreAnimation(int startScore, int endScore) {
285.     ScoreTimeline totalScoreTimeline = new ScoreTimeline();
286.     var currentScoreLabel = sidebarController.getCurrentScoreLabel();
287.     var scoreInitialColour = currentScoreLabel.getTextFill();
288.     Timeline timeline = totalScoreTimeline.animateTotalScore(startScore, endScore, currentScoreLabel, 1000);
289.     timeline.setOnFinished(f ->
290.     {
291.         TextEmphasisAnimation scoreEmphasis = new TextEmphasisAnimation(currentScoreLabel, scoreInitialColour, scoreInitialColour, Duration.seconds(0));
292.         scoreEmphasis.play();
293.         levelModel.getTileScoreSoundPlayer().playNextNote();
294.         playButton.setDisable(false);
295.         levelModel.playTiles();
296.         levelModel.resetCombo();
297.         levelModel.setTotalScore(endScore);
298.         levelModel.getTileScoreSoundPlayer().reset();
299.         definitionPopup.setIsDefinitionActive(true);
300.     });
301.     timeline.play();
302. }
303.
304. private void syncLevelWonText()
305. {
306.     if (levelModel.hasWon()){
307.         levelWonLostText.setText("VICTORY ACHIEVED");
308.         TextEmphasisAnimation youWonSequence = new TextEmphasisAnimation(levelWonLostText, Color.YELLOW, Color.BLACK, Duration.seconds(1));
309.         wonSound.replay();
310.         youWonSequence.setOnFinished(e -> levelModel.onWonLevel());
311.         youWonSequence.play();
312.     }
313.     else if (levelModel.hasLost()){
314.         levelWonLostText.setText("YOU DIED");
315.         TextEmphasisAnimation animSequence =
316.             new TextEmphasisAnimation(levelWonLostText, Color.RED, Color.BLACK, Duration.seconds(1));
317.         animSequence.setOnFinished(e -> levelModel.onLostLevel());
318.         animSequence.play();
319.     }
320.     else{
321.         levelWonLostText.setText("");
322.     }
323. }
324.
325. @FXML
326. protected void onSkipButton() { SceneManager.getInstance().switchScene(GameScenes.SHOP); }
327.
328. /**
329. * redraw button opens or cancels the redraw.
330. */
331. @FXML
332. protected void onRedrawButton()
333. {
334.     levelModel.setIsRedrawActive(!levelModel.getIsRedrawActive().get());
335.     levelModel.returnRedrawTilesToTheRack();
336. }
337.
338. /**
339. * Handle redraw confirm button.
340. */
341. @FXML
342. protected void onConfirmRedrawButton() {
343.     levelModel.setIsRedrawActive(!levelModel.getIsRedrawActive().get());
344.     levelModel.redrawTiles();
345. }
346. }

```



## LoginController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
initialize()		0%		0%	3	3	16	16	1	1
LoginController()		0%	n/a		1	1	4	4	1	1
onSceneChangedToThis()		0%	n/a		1	1	3	3	1	1
onLoginButtonClick()		0%	n/a		1	1	2	2	1	1
onSignupButtonClick()		0%	n/a		1	1	2	2	1	1
lambda\$onSceneChangedToThis\$0(observableValue, String, String)		0%	n/a		1	1	1	1	1	1
Total	160 of 160	0%	4 of 4	0%	8	8	28	28	6	6

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## InfiniteFloatingAnimation

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
moveToRandom(Node, double, double)		0%	n/a	1	1	10	10	1	1	
InfiniteFloatingAnimation()		0%	n/a	1	1	2	2	1	1	
apply(Node, double)		0%	n/a	1	1	2	2	1	1	
lambda\$moveToRandom\$0(Node, double, double, ActionEvent)		0%	n/a	1	1	1	1	1	1	
Total	68 of 68	0%	0 of 0	n/a	4	4	14	14	4	4

Created with JaCoCo 0.8.12.202403310830

## LoginController.java

```
1. package com.example.project.controllers.gameScreens;
2.
3. import com.example.project.controllers.gameScreens.animations.InfiniteFloatingAnimation;
4. import com.example.project.models.gameScreens.LoginModel;
5. import com.example.project.models.tiles.LetterTileModel;
6. import com.example.project.services.PasswordHasher;
7. import com.example.project.controllers.tiles.TileControllerFactory;
8. import com.example.project.services.sqlite.dAOs.UsersDAO;
9. import com.example.project.services.Session;
10. import javafx.fxml.FXML;
11. import javafx.scene.control.Label;
12. import javafx.scene.control.TextField;
13. import javafx.scene.image.Image;
14. import javafx.scene.image.ImageView;
15. import javafx.scene.layout.Pane;
16.
17. import java.util.ArrayList;
18. import java.util.List;
19. import java.util.Objects;
20.
21. /**
22. * Controller for the login scene.
23. */
24. public class LoginController extends GameScreenController
25. {
26.     @FXML
27.     Pane root;
28.
29.     @FXML
30.     Pane titleRow;
31.
32.     @FXML
33.     ImageView imageBG;
34.
35.     @FXML
36.     Pane backgroundContainer;
37.
38.     @FXML
39.     private Label infoText;
40.
41.     @FXML
42.     private TextField usernameTextField;
43.
44.     @FXML
45.     private TextField passwordTextField;
46.
47.     private final LoginModel loginModel;
48.     private final TileControllerFactory tileControllerFactory = new TileControllerFactory();
49.
50. /**
51. * No arg constructor.
52. */
53. public LoginController()
54. {
55.     super();
56.     this.loginModel = new LoginModel(Session.getInstance(), new UsersDAO(), new PasswordHasher());
57. }
58.
59. @Override
60. public void onSceneChangedToThis()
61. {
62.     this.logger.logMessage("Login page loaded.");
63.
64.     loginModel.getWelcomeTextProperty().addListener((obs, oldVal, newVal) ->
65.         this.infoText.setText(newVal));
66. }
67.
68. /**
69. * FXML initialise function called once when the .fxml is loaded on application launch.
70. */
71. @FXML
72. public void initialize()
73. {
74.     var newIm = new Image(Objects.requireNonNull(getClass().getResource("/com/example/project/gameScreens/loginBgImage.jpg")).toExternalForm());
75.     imageBG.setImage(newIm);
76.     imageBG.fitWidthProperty().bind(backgroundContainer.widthProperty());
77.     imageBG.fitHeightProperty().bind(backgroundContainer.heightProperty());
78.
79.     List<LetterTileModel> lettersInWordPlayWord = new ArrayList<>();
80.     var letters = List.of('w', 'o', 'r', 'd', 'p', 'l', 'a','y');
81.     for (char letter : letters){
82.         lettersInWordPlayWord.add(new LetterTileModel(letter));
83.     }
84.
85.     for (var t : lettersInWordPlayWord){
86.         var ltController = tileControllerFactory.createLetterTileController(t);
87.         titleRow.getChildren().add(ltController.getRoot());
88.         InfiniteFloatingAnimation fa = new InfiniteFloatingAnimation();
89.         fa.apply(ltController.getRoot(), 4);
90.     }
91. }
92.
93. @FXML
94. protected void onLoginButtonClick()
95. {
```

```
96.     loginModel.onLoginClicked(usernameTextField.getText(), passwordTextField.getText());
97. }
98.
99. @FXML
100. protected void onSignupButtonClick()
101. {
102.     this.loginModel.onSignUpClicked(usernameTextField.getText(), passwordTextField.getText());
103. }
104. }
```

Created with JaCoCo 0.8.12.202403310830

## MainMenuController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
● <a href="#">initialize()</a>		0%		0%	3	3	18	18	1	1
● <a href="#">onFastForwardClick()</a>		0%		n/a	1	1	6	6	1	1
● <a href="#">MainMenuController()</a>		0%		n/a	1	1	4	4	1	1
● <a href="#">updateDailyRewardUI()</a>		0%		0%	2	2	3	3	1	1
● <a href="#">onSceneChangedToThis()</a>		0%		n/a	1	1	3	3	1	1
● <a href="#">onStartButtonClick()</a>		0%		n/a	1	1	2	2	1	1
● <a href="#">onLogoutButtonClick()</a>		0%		n/a	1	1	2	2	1	1
● <a href="#">onDailyRewardClicked()</a>		0%		n/a	1	1	2	2	1	1
Total	176 of 176	0%	6 of 6	0%	11	11	40	40	8	8

Created with JaCoCo 0.8.12.202403310830

## MainMenuController.java

```

1. package com.example.project.controllers.gameScreens;
2.
3. import com.example.project.controllers.gameScreens.animations.InfiniteFloatingAnimation;
4. import com.example.project.controllers.tiles.TileControllerFactory;
5. import com.example.project.models.gameScreens.MainMenuModel;
6. import com.example.project.models.tiles.LetterTileModel;
7. import com.example.project.services.SceneManager;
8. import com.example.project.services.Session;
9. import javafx.fxml.FXML;
10. import javafx.scene.image.Image;
11. import javafx.scene.image.ImageView;
12. import javafx.scene.layout.Pane;
13. import java.util.ArrayList;
14. import java.util.List;
15. import java.util.Objects;
16.
17. import com.example.project.services.GameScenes;
18.
19.
20. import javafx.scene.control.Button;
21. import javafx.scene.control.Label;
22.
23. import java.time.LocalDate;
24.
25. /**
26. * controller for the main menu.
27. */
28. public class MainMenuController extends GameScreenController
29. {
30.
31.     @FXML
32.     Pane root;
33.
34.     @FXML
35.     Pane titleRow;
36.
37.     @FXML
38.     ImageView imageBG;
39.
40.     @FXML
41.     Pane backgroundContainer;
42.
43.     @FXML private Button dailyRewardButton;
44.     @FXML private Label dailyRewardStatusLabel;
45.
46.     private final MainMenuModel mainMenuModel;
47.     private final TileControllerFactory tileControllerFactory = new TileControllerFactory();
48.
49. /**
50. * No arg constructor.
51. */
52. public MainMenuController()
53. {
54.     super();
55.     this.mainMenuModel = new MainMenuModel(Session.getInstance());
56. }
57.
58. @Override
59. public void onSceneChangedToThis()
60. {
61.
62.     this.logger.logMessage("Main menu page loaded.");
63.     updateDailyRewardUI();
64. }
65.
66. /**
67. * FXML initialise function called once when the .fxml is loaded.
68. */
69. @FXML
70. public void initialize()
71. {
72.     var newIm = new Image(Objects.requireNonNull(getClass().getResource("/com/example/project/gameScreens/loginBgImage.jpg")).toExternalForm());
73.     imageBG.setImage(newIm);
74.     imageBG.fitWidthProperty().bind(backgroundContainer.widthProperty());
75.     imageBG.fitHeightProperty().bind(backgroundContainer.heightProperty());
76.
77.     List<LetterTileModel> lettersInWordPlayWord = new ArrayList<>();
78.     var letters = List.of('w', 'o', 'r', 'd', 'p', 'l', 'a', 'y');
79.     for (char letter : letters){
80.         lettersInWordPlayWord.add(new LetterTileModel(letter));
81.     }
82.
83.     for (var t : lettersInWordPlayWord){
84.         var ltController = tileControllerFactory.createLetterTileController(t);
85.         titleRow.getChildren().add(ltController.getRoot());
86.         InfiniteFloatingAnimation fa = new InfiniteFloatingAnimation();
87.         fa.apply(ltController.getRoot(), 4);
88.     }
89.
90.     TooltipSetup tooltip = new TooltipSetup();
91.     tooltip.setupTooltip(dailyRewardButton, TooltipSetup.Element.DAILY, mainMenuModel);
92. }
93.
94. @FXML
95. protected void onStartButtonClick()

```

```
96.     {
97.         mainMenuModel.onStartClicked();
98.     }
99.
100.    @FXML
101.    protected void onLogoutButtonClick()
102.    {
103.        mainMenuModel.onLogoutClicked();
104.    }
105.
106.
107.    @FXML
108.    protected void onDailyRewardClicked() {
109.        SceneManager.getInstance().switchScene(GameScenes.DAILY_REWARD);
110.    }
111.
112.    @FXML
113.    protected void onFastForwardClick() {
114.        // Fast-forward by clearing reward state and resetting money for testing
115.        Session session = Session.getInstance();
116.
117.        session.setLastRewardDate(LocalDate.now().minusDays(1));
118.        session.resetMoney();
119.        updateDailyRewardUI();
120.
121.        logger.logMessage("Fast forwarded to the next day, to next reward date and reset money.");
122.    }
123.
124.    /**
125.     * Updates the UI for the daily reward button and label.
126.     * Hides the button if already claimed today.
127.     */
128.    private void updateDailyRewardUI() {
129.        boolean claimed = Session.getInstance().hasClaimedRewardToday();
130.        dailyRewardButton.setVisible(!claimed);
131.    }
132.
133.
134. }
```

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## ShopController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
initialize()		0%	n/a	1	1	9	9	1	1	
ShopController()		0%	n/a	1	1	3	3	1	1	
ShopController(ShopModel, UpgradeTileGroup, UpgradeTileGroup, Logger)		100%	n/a	0	1	0	6	0	1	
onUpgradeClicked(UpgradeTileController)		100%		100%	0	2	0	4	0	1
onSceneChangedToThis()		100%	n/a	0	1	0	5	0	1	
onNextLevelPressed()		100%	n/a	0	1	0	2	0	1	
Total	52 of 98	46%	0 of 2	100%	2	7	12	29	2	6

Created with JaCoCo 0.8.12.202403310830

## ShopController.java

```

1. package com.example.project.controllers.gameScreens;
2.
3. import com.example.project.models.tileGroups.UpgradeTileGroup;
4. import com.example.project.controllers.tiles.UpgradeTileController;
5. import com.example.project.models.gameScreens.ShopModel;
6. import com.example.project.services.*;
7. import javafx.fxml.FXML;
8. import javafx.scene.layout.HBox;
9. import javafx.scene.layout.Pane;
10. import javafx.scene.layout.StackPane;
11.
12. /**
13.  * Shop view controller.
14. */
15. public class ShopController extends GameScreenController
16. {
17.     @FXML private Pane root;
18.     @FXML private HBox shopItemsContainer;
19.     @FXML private HBox playersUpgradesContainer;
20.     @FXML private StackPane sidebar;
21.
22.     private final ShopModel shopModel;
23.     private UpgradeTileGroup playersUpgrades;
24.     private UpgradeTileGroup shopItemsGroup;
25.
26. /**
27.  * no arg constructor.
28. */
29. public ShopController()
30. {
31.     super();
32.     this.shopModel = new ShopModel(Session.getInstance());
33. }
34.
35. /**
36.  * protected constructor for unit testing with mock model injection.
37. */
38. protected ShopController(ShopModel model, UpgradeTileGroup players, UpgradeTileGroup shopItems, Logger logger) {
39.     super();
40.     this.logger = logger;
41.     this.shopModel = model;
42.     this.playersUpgrades = players;
43.     this.shopItemsGroup = shopItems;
44. }
45.
46. /**
47.  * FXML initialise function called once when the .fxml is loaded on application launch.
48. */
49. @FXML
50. public void initialize()
51. {
52.     playersUpgrades = new UpgradeTileGroup(playersUpgradesContainer, shopModel.playersUpgradesProperty());
53.     shopItemsGroup = new UpgradeTileGroup(shopItemsContainer, shopModel.currentShopItemsProperty(),
54.                                         this::onUpgradeClicked);
55.
56.     var loadedSidebar = this.loadSidebar();
57.     var sidebarNode = ((StackPane) loadedSidebar.node());
58.     this.sidebar.getChildren().add(sidebarNode);
59.     SidebarController sidebarController = loadedSidebar.controller();
60.     sidebarController.bindPersistentInfo();
61.     sidebarController.onlyShopShopInfo();
62. }
63.
64. @Override
65. public void onSceneChangedToThis()
66. {
67.     this.logger.logMessage("Scene changed to shop");
68.     shopModel.regenerateShopItems();
69.     playersUpgrades.syncTiles();
70.     Session.getInstance().resetPlaysRedraws();
71. }
72.
73. /**
74.  *
75.  * @param controller upgrade tile ui element clicked on.
76. */
77. protected void onUpgradeClicked(UpgradeTileController controller)
78. {

```

```
79.     var model = controller.getModel();
80.     if (shopModel.canPurchase(model))
81.     {
82.         shopModel.purchase(model);
83.     }
84. }
85.
86. @FXML
87. protected void onNextLevelPressed()
88. {
89.     this.shopModel.onNextLevelPressed();
90. }
91. }
```

Created with JaCoCo 0.8.12.202403310830

## SidebarController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">setupProperties(LevelModel)</a>		0%		n/a	1	1	10	10	1	1
<a href="#">bindPersistentInfo()</a>		0%		n/a	1	1	9	9	1	1
<a href="#">onlyShopShopInfo()</a>		0%		n/a	1	1	4	4	1	1
<a href="#">syncScoreToBeat()</a>		0%		n/a	1	1	2	2	1	1
<a href="#">syncMoney()</a>		0%		n/a	1	1	2	2	1	1
<a href="#">syncwordMultiProperty(Number)</a>		0%		n/a	1	1	2	2	1	1
<a href="#">syncwordPointsProperty(Number)</a>		0%		n/a	1	1	2	2	1	1
<a href="#">syncTotalScoreProperty(Number)</a>		0%		n/a	1	1	2	2	1	1
<a href="#">syncPlaysCount()</a>		0%		n/a	1	1	2	2	1	1
<a href="#">syncRedrawsCount()</a>		0%		n/a	1	1	2	2	1	1
<a href="#">lambda\$setupProperties\$6(ObservableValue, Number, Number)</a>		0%		n/a	1	1	1	1	1	1
<a href="#">lambda\$setupProperties\$5(ObservableValue, Number, Number)</a>		0%		n/a	1	1	1	1	1	1
<a href="#">lambda\$setupProperties\$4(ObservableValue, Number, Number)</a>		0%		n/a	1	1	1	1	1	1
<a href="#">SidebarController()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">getComboLabel()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">getRawPointsLabel()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">getCurrentScoreLabel()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">getmultiplierLabel()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">lambda\$setupProperties\$7(ObservableValue, Number, Number)</a>		0%		n/a	1	1	1	1	1	1
<a href="#">lambda\$bindPersistentInfo\$3(ObservableValue, Number, Number)</a>		0%		n/a	1	1	1	1	1	1
<a href="#">lambda\$bindPersistentInfo\$2(ObservableValue, Number, Number)</a>		0%		n/a	1	1	1	1	1	1
<a href="#">lambda\$bindPersistentInfo\$1(ObservableValue, Number, Number)</a>		0%		n/a	1	1	1	1	1	1
<a href="#">lambda\$bindPersistentInfo\$0(ObservableValue, Number, Number)</a>		0%		n/a	1	1	1	1	1	1
Total	211 of 211	0%	0 of 0	n/a	23	23	42	42	23	23

## SidebarController.java

```
1. package com.example.project.controllers.gameScreens;
2.
3. import com.example.project.models.gameScreens.LevelModel;
4. import com.example.project.services.Session;
5. import javafx.fxml.FXML;
6. import javafx.scene.control.Label;
7. import javafx.scene.layout.Pane;
8.
9. /**
10. * The sidebar on shop and level with the current round info.
11. */
12. public class SidebarController
13. {
14.     @FXML
15.     Pane root;
16.
17.     /**
18.      * This runs after the constructor and after all @FXML fields are initialized once each time application opened.
19.      */
20.     @FXML
21.     private Label moneyLabel;
22.
23.     @FXML private Label playsLeftLabel;
24.
25.     @FXML private Label redrawsLeftLabel;
26.
27.     @FXML Label scoreToBeatLabel;
28.     @FXML Label currentScoreLabel;
29.     @FXML Label rawPoints;
30.     @FXML Label multiplier;
31.
32.     /**
33.      * Binds things used in multiple screens, money, redraws plays.
34.      */
35.     public void bindPersistentInfo()
36.     {
37.         Session.getInstance().getMoneyProperty().addListener((obs, oldVal, newVal) -> syncMoney());
38.         Session.getInstance().getCurrentPlays().addListener((obs, oldVal, newVal) -> syncPlaysCount());
39.         Session.getInstance().getCurrentRedraws().addListener((obs, oldVal, newVal) -> syncRedrawsCount());
40.         Session.getInstance().getLevelRequirement().addListener((obs, oldVal, newVal) -> syncScoreToBeat());
41.
42.         // TODO get tooltip setup to work with sidebar containers
43.
44.         syncPlaysCount();
45.         syncRedrawsCount();
46.         syncMoney();
47.         syncScoreToBeat();
48.     }
49.
50.     @FXML private Label ScoreAtLeastText;
51.     @FXML private Pane playersScoreContainer;
52.     @FXML private Pane wordScoreContainer;
53.
54.     /**
55.      * Only show things relevant to upgrades or the shop. Money, redraws, plays.
56.      */
57.     public void onlyShopShopInfo()
58.     {
59.         playersScoreContainer.visibleProperty().set(false);
60.         wordScoreContainer.visibleProperty().set(false);
61.         ScoreAtLeastText.setText("Next level");
62.     }
63.
64.     /**
65.      * Returns combo label.
66.      * @return combo label.
67.      */
68.     public Label getComboLabel(){
69.         return this.multiplier;
70.     }
71.
72.     /**
73.      * Setup sync able properties.
74.      * @param levelModel level model.
75.      */
76.     public void setupProperties(LevelModel levelModel)
77.     {
78.         // Binds the money display to Session money property for automatic updates
```

```

79.     bindPersistentInfo();
80.     levelModel.wordPointsProperty().addListener((obs, oldVal, newVal) -> syncwordPointsProperty(newVal));
81.     levelModel.wordMultiProperty().addListener((obs, oldVal, newVal) -> syncwordMultiProperty(newVal));
82.     levelModel.getPlayersTotalPoints().addListener((obs, oldVal, newVal) -> syncTotalScoreProperty(newVal));
83.     Session.getInstance().getLevelRequirement().addListener((obs, oldVal, newVal) -> syncScoreToBeat());
84.
85.     syncwordPointsProperty(levelModel.wordPointsProperty().get());
86.     syncwordMultiProperty(levelModel.wordMultiProperty().get());
87.     syncTotalScoreProperty(levelModel.getPlayersTotalPoints().get());
88.     syncScoreToBeat();
89. }
90.
91. private void syncScoreToBeat(){
92.     scoreToBeatLabel.setText(String.format("%s", Session.getInstance().getLevelRequirement().get()));
93. }
94.
95. private void syncMoney(){
96.     moneyLabel.setText(String.format("Funds: $%d", Session.getInstance().getMoneyProperty().get()));
97. }
98.
99. private void syncPlaysCount(){
100.    playsLeftLabel.setText(String.valueOf(Session.getInstance().getCurrentPlays().get()));
101. }
102.
103. private void syncRedrawsCount(){
104.    redrawsLeftLabel.setText(String.valueOf(Session.getInstance().getCurrentRedraws().get()));
105. }
106.
107. /**
108. * raw points label to be multiplied by multiplier.
109. * @return label.
110. */
111. public Label getRawPointsLabel(){
112.     return this.rawPoints;
113. }
114.
115. /**
116. * current score label.
117. * @return label.
118. */
119. public Label getCurrentScoreLabel(){
120.     return this.currentScoreLabel;
121. }
122.
123. /**
124. * word score multiplier label.
125. * @return label.
126. */
127. public Label getmultiplierLabel(){
128.     return this.multiplier;
129. }
130.
131. private void syncwordMultiProperty(Number newVal)
132. {
133.     this.multiplier.setText(String.format("%s", newVal));
134. }
135.
136. private void syncwordPointsProperty(Number newVal)
137. {
138.     this.rawPoints.setText(String.format("%s", newVal));
139. }
140.
141. private void syncTotalScoreProperty(Number newVal)
142. {
143.     this.currentScoreLabel.setText(String.format("%s", newVal));
144. }
145. }

```

## TooltipSetup.Element

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
static {...}	0%		n/a		1	1	6	6	1	1
Total	33 of 33	0%	0 of 0	n/a	1	1	6	6	1	1

Created with JaCoCo 0.8.12.202403310830

## TooltipSetup

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
createTooltipContainer()		0%		n/a	1	1	9	9	1	1
createUpgradeGraphic(VBox, Object)		0%		0%	2	2	8	8	1	1
createStyledLabel(String, Color, Color)		0%		n/a	1	1	6	6	1	1
setTooltipContent(TooltipSetup.Element, Object)		0%		0%	6	6	9	9	1	1
setupTooltip(Node, TooltipSetup.Element, Object)		0%		n/a	1	1	8	8	1	1
createTooltipGraphic(VBox, String)		0%		n/a	1	1	5	5	1	1
TooltipSetup()		0%		n/a	1	1	1	1	1	1
Total	259 of 259	0%	8 of 8	0%	13	13	46	46	7	7

Created with JaCoCo 0.8.12.202403310830

## TooltipSetup.java

```

1. package com.example.project.controllers.gameScreens;
2.
3. import com.example.project.models.tiles.UpgradeTileModel;
4. import javafx.geometry.Insets;
5. import javafx.geometry.Pos;
6. import javafx.scene.Node;
7. import javafx.scene.control.Tooltip;
8. import javafx.scene.control.Label;
9. import javafx.scene.layout.*;
10. import javafx.scene.paint.Color;
11. import javafx.util.Duration;
12.
13. /**
14. * sets a tooltip for desired element
15. */
16. public class TooltipSetup {
17.
18.     /**
19.      * different types of elements that require a tooltip
20.      */
21.     public enum Element {
22.         /**
23.          * tooltip for upgrade tiles
24.          */
25.         UPGRADE,
26.         /**
27.          * tooltip for daily rewards
28.          */
29.         DAILY,
30.         /**
31.          * tooltip for target score label
32.          */
33.         SCORETOBEAT,
34.         /**
35.          * tooltip for round score label
36.          */
37.         ROUNDSCORE,
38.         /**
39.          * tooltip for game funds label
40.          */
41.         FUNDS,
42.
43.     }
44.
45.     /**
46.      * @param node Node to attach tooltip to
47.      * @param element Element type
48.      * @param model Model associated with element
49.     */
50.     public void setupTooltip(Node node, Element element, Object model) {
51.         Node content = setTooltipContent(element, model);
52.
53.         // default constructor with empty string
54.         Tooltip tooltip = new Tooltip("");
55.
56.         // Set the custom graphic content
57.         tooltip.setGraphic(content);
58.
59.         tooltip.setPrefWidth(200);
60.         tooltip.setStyle("-fx-padding: 0;");
61.         tooltip.setShowDelay(Duration.seconds(0));
62.
63.         Tooltip.install(node, tooltip);
64.
65.     }
66.
67.     private Node setTooltipContent(Element element, Object model) {
68.
69.         VBox container = createTooltipContainer();
70.
71.         ◆ return switch (element) {
72.             case UPGRADE -> createUpgradeGraphic(container, model);
73.             case DAILY -> createTooltipGraphic(container, "Spin the wheel for your daily reward!");
74.             case SCORETOBEAT -> createTooltipGraphic(container, "The score you must reach before the number of plays run out! Be sure not to spend all of your redraws if you want some $$!");
75.             case ROUNDSCORE -> createTooltipGraphic(container, "The score you get after you play a word.");
76.             case FUNDS -> createTooltipGraphic(container, "How much $$$ you have. You earn more based on how many redraws you have left after winning!");
77.             default -> {
78.                 String description = "no description";
79.                 yield createTooltipGraphic(container, description);
80.             }
81.         };
82.     }
83.
84.     private VBox createTooltipContainer() {
85.         VBox container = new VBox(3); // 5 is the spacing between labels
86.         container.setPadding(new Insets(5));
87.
88.         container.setAlignment(Pos.TOP_CENTER);
89.
90.         container.setMaxSize(VBox.USE_PREF_SIZE, VBox.USE_PREF_SIZE);
91.
92.         Color bgColor = Color.color(1.0, 1.0, 1.0, 0.1);
93.         Color borderColor = Color.WHITE;
94.
95.         container.setBackground(new Background(new BackgroundFill(bgColor, new CornerRadii(6), Insets.EMPTY)));
96.         container.setBorder(new Border(new BorderStroke(
97.             borderColor,
98.             BorderStrokeStyle.SOLID,
99.             new CornerRadii(6),
100.            new BorderWidths(2) // 2px white border
101.        )));
102.         return container;
103.     }
104.
105.     private Node createTooltipGraphic(VBox container, String description) {
106.
107.         Label descriptionLabel = createStyledLabel(description, Color.web("#d9d8c7"), Color.BLACK);
108.
109.         descriptionLabel.setWrapText(true);
110.
111.         descriptionLabel.setPrefWidth(200);
112.
113.         container.getChildren().addAll(descriptionLabel);
114.         return container;
115.     }
116.
117.     private Node createUpgradeGraphic(VBox container, Object model) {
118.         if (!(model instanceof UpgradeTileModel upgradeModel)) {
119.             return new Label("Error: Invalid model type or missing data.");
120.         }
121.
122.         Label nameLabel = createStyledLabel(upgradeModel.getName(), Color.web("#9f1124"), Color.WHITE);
123.
```

```
124.         container.getChildren().add(nameLabel);
125.
126.         createTooltipGraphic(container, upgradeModel.getDescription());
127.
128.         Label costLabel = createStyledLabel(String.format("Cost: %.2f", upgradeModel.getCost()), Color.web("#f98c3f"), Color.WHITE);
129.
130.         container.getChildren().add(costLabel);
131.
132.         return container;
133.     }
134.
135.     private Label createStyledLabel(String text, Color bgColor, Color txtColor) {
136.         Label label = new Label(text);
137.         label.setTextFill(txtColor);
138.
139.         label.setBackground(new Background(new BackgroundFill(bgColor, new CornerRadii(4), Insets.EMPTY)));
140.         label.setPadding(new Insets(2, 8, 2, 8));
141.
142.         label.setStyle("-fx-font-family: 'Inter'; -fx-font-weight: bold; -fx-font-size: 14px;");
143.
144.         return label;
145.     }
146. }
```

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## InfiniteFloatingAnimation.java

```
1. package com.example.project.controllers.gameScreens.animations;
2.
3. import javafx.animation.TranslateTransition;
4. import javafx.scene.Node;
5. import javafx.util.Duration;
6.
7. import java.util.Random;
8.
9. /**
10. * Balatro style floating tile animation.
11. */
12. public class InfiniteFloatingAnimation
13. {
14.     private final Random random = new Random();
15.
16.     /**
17.      * apply to node.
18.      * @param node node.
19.      * @param intervalSeconds time between changing directions.
20.      */
21.     public void apply(Node node, double intervalSeconds)
22.     {
23.         moveToRandom(node, intervalSeconds, intervalSeconds);
24.     }
25.
26.     private void moveToRandom(Node node, double minD, double maxD)
27.     {
28.         // pick random target position
29.         double x = random.nextDouble(0, 10);
30.         double y = random.nextDouble(0, 10);
31.
32.         double duration = minD + random.nextDouble() * (maxD - minD);
33.
34.         TranslateTransition tt = new TranslateTransition(Duration.seconds(duration), node);
35.         tt.setToX(x);
36.         tt.setToY(y);
37.         tt.setInterpolator(javafx.animation.Interpolator.LINEAR); // constant speed
38.
39.         // when done, pick a new target
40.         tt.setOnFinished(e -> moveToRandom(node, minD, maxD));
41.         tt.play();
42.     }
43. }
```

## com.example.project.controllers.gameScreens

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">C LevelController</a>		6%		3%	52	56	164	176	26	30	0	1
<a href="#">C TooltipSetup</a>		0%		0%	13	13	46	46	7	7	1	1
<a href="#">C SidebarController</a>		0%		n/a	23	23	42	42	23	23	1	1
<a href="#">C DailyRewardController</a>		0%		0%	14	14	53	53	9	9	1	1
<a href="#">C MainMenuController</a>		0%		0%	11	11	40	40	8	8	1	1
<a href="#">C LoginController</a>		0%		0%	8	8	28	28	6	6	1	1
<a href="#">C ShopController</a>		46%		100%	2	7	12	29	2	6	0	1
<a href="#">C TooltipSetup.Element</a>		0%		n/a	1	1	6	6	1	1	1	1
<a href="#">C GameScreenController</a>		20%		n/a	1	2	9	11	1	2	0	1
<a href="#">C GameScreenController_sidebarLoaded</a>		0%		n/a	1	1	1	1	1	1	1	1
Total	1,877 of 1,985	5%	77 of 81	4%	126	136	401	432	84	93	7	10

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## com.example.project.controllers.gameScreens

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">LevelController.java</a>		6%		3%	52	56	164	176	26	30	0	1
<a href="#">TooltipSetup.java</a>		0%		0%	14	14	52	52	8	8	2	2
<a href="#">SidebarController.java</a>		0%		n/a	23	23	42	42	23	23	1	1
<a href="#">DailyRewardController.java</a>		0%		0%	14	14	53	53	9	9	1	1
<a href="#">MainMenuController.java</a>		0%		0%	11	11	40	40	8	8	1	1
<a href="#">LoginController.java</a>		0%		0%	8	8	28	28	6	6	1	1
<a href="#">ShopController.java</a>		46%		100%	2	7	12	29	2	6	0	1
<a href="#">GameScreenController.java</a>		16%		n/a	2	3	10	12	2	3	1	2
Total	1,877 of 1,985	5%	77 of 81	4%	126	136	401	432	84	93	7	10

Created with JaCoCo 0.8.12.202403310830

## DefinitionController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">syncwordProperty(String)</a>		0%		0%	3	3	14	14	1	1
<a href="#">initialize(DefinitionPopup)</a>		0%		n/a	1	1	5	5	1	1
<a href="#">syncDefinitionProperty(String)</a>		0%		n/a	1	1	2	2	1	1
<a href="#">DefinitionController()</a>		0%		n/a	1	1	2	2	1	1
<a href="#">getModel()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">lambda\$initialize\$1(ObservableValue, String, String)</a>		0%		n/a	1	1	1	1	1	1
<a href="#">lambda\$initialize\$0(ObservableValue, String, String)</a>		0%		n/a	1	1	1	1	1	1
<a href="#">getStack()</a>		0%		n/a	1	1	1	1	1	1
Total	139 of 139	0%	4 of 4	0%	10	10	25	25	8	8

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## DefinitionController.java

```
1. package com.example.project.controllers.popupControllers;
2.
3. import com.example.project.controllers.gameScreens.animations.InfiniteFloatingAnimation;
4. import com.example.project.controllers.tiles.TileControllerFactory;
5. import com.example.project.models.tiles.LetterTileModel;
6. import javafx.fxml.FXML;
7. import javafx.scene.image.ImageView;
8. import javafx.scene.control.Label;
9. import javafx.scene.layout.Pane;
10. import javafx.scene.Node;
11. import javafx.scene.layout.StackPane;
12. import com.example.project.models.popups.DefinitionPopup;
13. import java.util.ArrayList;
14. import java.util.List;
15.
16.
17. /**
18. * Controller for definition popup
19. */
20. public class DefinitionController extends PopupController<DefinitionPopup>
21. {
22.     @FXML
23.     private StackPane defStack;
24.
25.     @FXML
26.     Pane wordRow;
27.
28.     @FXML
29.     Label definitionLabel;
30.
31.     @FXML
32.     ImageView definitionImage;
33.
34.     /**
35.      * @return returns Node
36.     */
37.     public Node getStack() { return defStack; }
38.
39.     public DefinitionPopup getModel(){
40.         return model;
41.     }
42.
43.     private final TileControllerFactory tileControllerFactory = new TileControllerFactory();
44.
45.     @Override
46.     public void initialize(DefinitionPopup model)
47.     {
48.         this.model = model;
49.         wordRow.setMouseTransparent(true);
50.         model.definitionProperty().addListener((obs, oldStr, newStr) -> syncDefinitionProperty(newStr));
51.         model.wordProperty().addListener((obs, oldStr, newStr) -> syncwordProperty(newStr));
52.     }
53.
54.     private void syncDefinitionProperty(String newStr){
55.         this.definitionLabel.setText(String.format("%s", newStr));
56.     }
57.
58.     private void syncwordProperty(String newStr){
59.         // TODO: turn this into a reusable external function (same used in LoginController)
60.         wordRow.getChildren().clear();
61.         List<LetterTileModel> lettersInWordPlayed = new ArrayList<>();
62.         char[] charArray = newStr.toCharArray();
63.
64.         for (char letter : charArray){
65.             lettersInWordPlayed.add(new LetterTileModel(letter));
66.         }
67.
68.         for (var t : lettersInWordPlayed){
69.             var ltController = tileControllerFactory.createLetterTileController(t);
70.             ltController.getRoot().setScaleX(-(wordRow.getMaxWidth()/1.5));
71.             ltController.getRoot().setScaleY(-(wordRow.getMaxWidth()/1.5));
72.             wordRow.getChildren().add(ltController.getRoot());
73.             InfiniteFloatingAnimation fa = new InfiniteFloatingAnimation();
74.             fa.apply(ltController.getRoot(), 4);
75.         }
76.     }
77.
78. }
```



## PopupController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">PopupController()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">getModel()</a>		0%		n/a	1	1	1	1	1	1
Total	6 of 6	0%	0 of 0	n/a	2	2	2	2	2	2

Created with JaCoCo 0.8.12.202403310830

## PopupController.java

```
1. package com.example.project.controllers.popupControllers;
2.
3. import com.example.project.models.popups.PopupModel;
4. import javafx.fxml.FXML;
5. import javafx.scene.Node;
6.
7. /**
8. * Parent class for PopupControllers
9. * @param <P> Popup model type
10.*/
11. public abstract class PopupController<P extends PopupModel>
12. {
13.     /**
14.      * root ui node.
15.      * @return root ui Node
16.      */
17.     public abstract Node getStack();
18.
19.     /**
20.      * sets elements of the ui
21.      * @param popup popup to initialize
22.      */
23.     @FXML
24.     public abstract void initialize(P popup);
25.
26.     protected P model;
27.
28.     /**
29.      * gets the popup model.
30.      * @return model.
31.      */
32.     public P getModel()
33.     {
34.         return this.model;
35.     }
36. }
```

## com.example.project.controllers.popupControllers

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">DefinitionController</a>	 0%	0%		0%	10	10	25	25	8	8	1	1
<a href="#">PopupController</a>	 0%	n/a			2	2	2	2	2	2	1	1
Total	145 of 145	0%	4 of 4	0%	12	12	27	27	10	10	2	2

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## com.example.project.controllers.popupControllers

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">DefinitionController.java</a>	 0%	 0%	10	10	25	25	8	8	1	1		
<a href="#">PopupController.java</a>	 0%	n/a	2	2	2	2	2	2	1	1		
Total	145 of 145	0%	4 of 4	0%	12	12	27	27	10	10	2	2

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## EmptyTileSlotController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">setLetter(LetterTileController)</a>	100%	100%	100%	100%	0	3	0	6	0	1
<a href="#">updateView()</a>	100%	100%	100%	100%	0	2	0	4	0	1
<a href="#">bind(EmptyTileSlotModel)</a>	100%	100%		n/a	0	1	0	2	0	1
<a href="#">EmptyTileSlotController()</a>	100%	100%		n/a	0	1	0	1	0	1
<a href="#">getRoot()</a>	100%	100%		n/a	0	1	0	1	0	1
Total	0 of 50	100%	0 of 6	100%	0	8	0	14	0	5

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## EmptyTileSlotController.java

```
1. package com.example.project.controllers.tiles;
2.
3. import com.example.project.models.tiles.EmptyTileSlotModel;
4. import javafx.fxml.FXML;
5. import javafx.scene.Node;
6. import javafx.scene.layout.StackPane;
7.
8. /**
9. * Empty Tile controller for EmptyTile view.
10.*/
11. public class EmptyTileSlotController extends TileController<EmptyTileSlotModel>
12. {
13.     @FXML
14.     protected StackPane root;
15.
16.     @FXML
17.     protected StackPane slotForLetterTile;
18.
19.     public void bind(EmptyTileSlotModel modelToUse)
20.     {
21.         this.model = modelToUse;
22.     }
23.
24.     private LetterTileController letterTileController;
25.
26.     public Node getRoot()
27.     {
28.         return root;
29.     }
30.
31.     /**
32.      * updates the tile slot with a new letter tile controller.
33.      * @param letterController the letter tiles controller.
34.      */
35.     public void setLetter(LetterTileController letterController)
36.     {
37.         if (this.model == null){
38.             throw new RuntimeException("model was null. call bind first.");
39.         }
40.
41.         this.model.setTile(letterController == null ? null : letterController.getModel());
42.         letterTileController = letterController;
43.         updateView();
44.     }
45.
46.     private void updateView()
47.     {
48.         slotForLetterTile.getChildren().clear();
49.
50.         if (this.letterTileController != null){
51.             slotForLetterTile.getChildren().add(this.letterTileController.getRoot());
52.         }
53.     }
54. }
```

## LevelScoreSequence

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
• <a href="#">LevelScoreSequence(List, LevelModel, Label, Label)</a>		0%		0%	2	2	16	16	1	1
• <a href="#">lambda\$new\$0(LevelModel, LetterTileController, ActionEvent)</a>		0%		n/a	1	1	3	3	1	1
Total	94 of 94	0%	2 of 2	0%	3	3	19	19	2	2

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## LetterTileController

Element	Missed Instructions Cov.	Missed Branches Cov.	Missed Cxts	Missed Lines	Missed Methods
<a href="#">bind(LetterTileModel)</a>	0%	n/a	1 1	10 10	1 1
<a href="#">getModel()</a>	0%	n/a	1 1	1 1	1 1
<a href="#">LetterTileController()</a>	0%	n/a	1 1	1 1	1 1
<a href="#">getRoot()</a>	0%	n/a	1 1	1 1	1 1
Total	54 of 54	0% 0 of 0	n/a	4 4	13 13

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## LetterTileController.java

```
1. package com.example.project.controllers.tiles;
2.
3. import com.example.project.models.tiles.LetterTileModel;
4. import javafx.fxml.FXML;
5. import javafx.scene.CacheHint;
6. import javafx.scene.Node;
7. import javafx.scene.control.Label;
8. import javafx.scene.image.ImageView;
9. import javafx.scene.layout.StackPane;
10.
11. /**
12. * Controls the layout of the letterUIModel. Which is a letter tile.
13. */
14. public class LetterTileController extends TileController<LetterTileModel>
15. {
16.     @FXML
17.     private StackPane root;
18.
19.     @FXML
20.     ImageView tileImage;
21.
22.     @FXML
23.     Label letterLabel;
24.
25.     @FXML
26.     Label valueLabel;
27.
28.     public Node getRoot()
29.     {
30.         return root;
31.     }
32.
33.     public LetterTileModel getModel(){
34.         return model;
35.     }
36.
37.     @Override
38.     public void bind(LetterTileModel tile)
39.     {
40.         this.model = tile;
41.         letterLabel.setText(String.valueOf(model.getLetter()));
42.         valueLabel.setText(String.valueOf(model.getValue()));
43.
44.         letterLabel.setCache(true);
45.         letterLabel.setCacheHint(CacheHint.QUALITY);
46.
47.         valueLabel.setCache(true);
48.         valueLabel.setCacheHint(CacheHint.QUALITY);
49.
50.         tileImage.setCache(true);
51.         tileImage.setCacheHint(CacheHint.QUALITY);
52.     }
53. }
```

## TileController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">setModel(TileModel)</a>	100%		n/a		0	1	0	2	0	1
<a href="#">TileController()</a>	100%		n/a		0	1	0	1	0	1
<a href="#">getModel()</a>	100%		n/a		0	1	0	1	0	1
Total	0 of 10	100%	0 of 0	n/a	0	3	0	4	0	3

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## TileController.java

```
1. package com.example.project.controllers.tiles;
2.
3. import com.example.project.models.tiles.TileModel;
4. import javafx.scene.Node;
5.
6. /**
7.  * Parent class of TileControllers.
8.  * @param <T> tile model type.
9. */
10. public abstract class TileController<T extends TileModel>
11. {
12.     /**
13.      * root ui node.
14.      * @return root ui Node
15.      */
16.     public abstract Node getRoot();
17.
18.     /**
19.      * Binds tile to the controller as its model.
20.      * @param tile tile to bind.
21.      */
22.     public abstract void bind(T tile);
23.
24.     /**
25.      * Set the model this controller will observe.
26.      * @param tile tile model class.
27.      */
28.     public void setModel(T tile){
29.         model = tile;
30.     }
31.
32.     protected T model;
33.
34.     /**
35.      * gets the tile model.
36.      * @return model.
37.      */
38.     public T getModel()
39.     {
40.         return this.model;
41.     }
42. }
```

## TileControllerFactory

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
λ lambda\$createLetterTileController\$3(LetterTileController)		0%	n/a	1	1	1	1	1	1	1
createTileController(TileModel, Class)		100%		100%	0	4	0	6	0	1
createGenericTileController(TileModel)		100%	n/a	0	1	0	8	0	0	1
createUpgradeTileController(UpgradeTileModel)		100%	n/a	0	1	0	4	0	0	1
createLetterTileController(LetterTileModel)		100%	n/a	0	1	0	4	0	0	1
TileControllerFactory(FXMLLoaderPageLoader)		100%	n/a	0	1	0	4	0	0	1
addHoverEffects(Node, Runnable)		100%	n/a	0	1	0	3	0	0	1
λ lambda\$addHoverEffects\$0(Node, Runnable, MouseEvent)		100%	n/a	0	1	0	4	0	0	1
TileControllerFactory()		100%	n/a	0	1	0	2	0	0	1
λ lambda\$addHoverEffects\$1(Node, MouseEvent)		100%	n/a	0	1	0	3	0	0	1
λ lambda\$createUpgradeTileController\$2(UpgradeTileController)		100%	n/a	0	1	0	1	0	0	1
createEmptyTileController(EmptyTileSlotModel)		100%	n/a	0	1	0	1	0	0	1
Total	5 of 167	97%	0 of 4	100%	1	15	0	38	1	12

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## TileControllerFactory.java

```
1. package com.example.project.controllers.tiles;
2.
3. import com.example.project.models.tiles.EmptyTileSlotModel;
4. import com.example.project.models.tiles.LetterTileModel;
5. import com.example.project.models.tiles.TileModel;
6. import com.example.project.models.tiles.UpgradeTileModel;
7. import com.example.project.services.FXMLPageLoader;
8. import javafx.scene.Node;
9.
10. import java.io.IOException;
11.
12. /**
13.  * class to load the tile model controller for that tile model type.
14. */
15. public class TileControllerFactory
16. {
17.     private FXMLPageLoader loader = new FXMLPageLoader();
18.
19.     /**
20.      * Creates instance of {@link TileControllerFactory}.
21.     */
22.     public TileControllerFactory() {}
23.
24.     protected TileControllerFactory(FXMLPageLoader loader)
25.     {
26.         this.loader = loader;
27.     }
28.
29.     /**
30.      * create tile controller.
31.      * @param tileObject tile object.
32.      * @param <C> class of tile controller.
33.      * @param <T> class of tile.
34.      * @return returns controller of the tile.
35.     */
36.     private <C extends TileController<T>, T extends TileModel> C createGenericTileController(T tileObject)
37.     {
38.         try
39.         {
40.             String fxmlPath = tileObject.getFXMLPath();
41.             loader.load(fxmlPath);
42.             C controller = loader.getController();
43.             controller.setModel(tileObject);
44.             controller.bind(tileObject);
45.             return controller;
46.         } catch (IOException e) {
47.             throw new RuntimeException("Failed to create tile controller: " + tileObject.getFXMLPath(), e);
48.         }
49.     }
50.
51.     private void addHoverEffects(Node pane, Runnable onEnter)
52.     {
53.         pane.setOnMouseEntered(e -> {
54.             pane.setScaleX(1.1);
55.             pane.setScaleY(1.1);
56.             onEnter.run();
57.         });
58.         pane.setOnMouseExited(e -> {
59.             pane.setScaleX(1.0);
60.             pane.setScaleY(1.0);
61.         });
62.     }
63.
64.     /**
65.      * @param upgradeTile upgrade tile model.
66.      * @return new upgrade tile controller.
67.     */
68.     private UpgradeTileController createUpgradeTileController(UpgradeTileModel upgradeTile)
69.     {
70.         UpgradeTileController upgradeTileController = createGenericTileController(upgradeTile);
71.         var pane = upgradeTileController.getRoot();
72.         addHoverEffects(pane, () -> upgradeTileController.getModel().getHoverSoundPlayer().replay());
73.         return upgradeTileController;
74.     }
75.
76.     /**
77.      * Returns controller of type.
78.      * @param tile tile model.
```

```
79.     * @param controllerType controller type.
80.     * @return return controller.
81.     * @param <C> controller type.
82.     * @param <T> tile type.
83.     */
84.     public <C extends TileController<T>, T extends TileModel> C createTileController(T tile, Class<C> controllerType)
85.     {
86.         var controller = switch (tile)
87.         {
88.             case UpgradeTileModel upgradeTileModel -> createUpgradeTileController(upgradeTileModel);
89.             case LetterTileModel letterTile -> createLetterTileController(letterTile);
90.             case EmptyTileSlotModel emptyTileSlotModel -> createEmptyTileController(emptyTileSlotModel);
91.             default -> throw new IllegalArgumentException("Unsupported tile type: " + tile.getClass());
92.         };
93.
94.         return controllerType.cast(controller);
95.     }
96.
97.     /**
98.      * @param lt letter tile model.
99.      * @return returns letter tile controller.
100.     */
101.    public LetterTileController createLetterTileController(LetterTileModel lt)
102.    {
103.        LetterTileController controller = createGenericTileController(lt);
104.        var pane = controller.getRoot();
105.        addHoverEffects(pane, () -> controller.getModel().getHoverSoundPlayer().replay());
106.        return controller;
107.    }
108.
109.    /**
110.     * @param emptyTile empty tile model.
111.     * @return returns empty tile controller.
112.     */
113.    private EmptyTileSlotController createEmptyTileController(EmptyTileSlotModel emptyTile){
114.        return createGenericTileController(emptyTile);
115.    }
116. }
```

## UpgradeTileController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
bind(UpgradeTileModel)		18%		50%	1	2	14	16	0	1
updateCount(int)		0%		0%	2	2	6	6	1	1
getRoot()		0%	n/a	n/a	1	1	1	1	1	1
UpgradeTileController()		100%	n/a	n/a	0	1	0	1	0	1
Total	83 of 99	16%	3 of 4	25%	4	6	21	24	2	4

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## UpgradeTileController.java

```
1. package com.example.project.controllers.tiles;
2.
3. import com.example.project.models.tiles.TileModel;
4. import com.example.project.models.tiles.UpgradeTileModel;
5. import com.example.project.controllers.gameScreens.TooltipSetup;
6. import javafx.fxml.FXML;
7. import javafx.scene.Node;
8. import javafx.scene.control.Label;
9. import javafx.scene.image.Image;
10. import javafx.scene.image.ImageView;
11. import javafx.scene.layout.StackPane;
12.
13. import javafx.scene.shape.Rectangle;
14.
15. /**
16. * Controls the upgrade tile view fxml file.
17. */
18. public class UpgradeTileController extends TileController<UpgradeTileModel>
19. {
20.     @FXML
21.     protected StackPane root;
22.
23.     @FXML
24.     protected ImageView imageView;
25.
26.     @FXML
27.     protected Label countText;
28.
29.     public Node getRoot()
30.     {
31.         return root;
32.     }
33.
34.     public void bind(UpgradeTileModel tileModel)
35.     {
36.         var path = getClass().getResource(tileModel.getAbilityImagePath());
37.         if (path == null) { throw new RuntimeException("path null"); }
38.         var url = path.toExternalForm();
39.         var image = new Image(url);
40.         this.imageView.setImage(image);
41.
42.         Rectangle clip = new Rectangle();
43.         // set corner radii
44.         clip.setArcWidth(TileModel.CORNER_RADIUS);
45.         clip.setArcHeight(TileModel.CORNER_RADIUS);
46.
47.         clip.widthProperty().bind(imageView.fitWidthProperty());
48.         clip.heightProperty().bind(imageView.fitHeightProperty());
49.
50.         imageView.setClip(clip);
51.
52.         TooltipSetup tooltip = new TooltipSetup();
53.         tooltip.setupTooltip(this.root, TooltipSetup.Element.UPGRADE, model);
54.
55.         this.countText.setText("");
56.         this.countText.setVisible(false);
57.     }
58.
59.     /**
60.      * updates upgrade # subscript
61.      * @param count the number of duplicate upgrades
62.      */
63.     public void updateCount(int count)
64.     {
65.         if (count > 1)
66.         {
67.             this.countText.setText(String.valueOf(count));
68.             this.countText.setVisible(true);
69.         }
70.         else
71.         {
72.             this.countText.setText("");
73.             this.countText.setVisible(false);
74.         }
75.     }
76. }
```

## com.example.project.controllers.tiles

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">C UpgradeTileController</a>		16%		25%	4	6	21	24	2	4	0	1
<a href="#">C LetterTileController</a>		0%		n/a	4	4	13	13	4	4	1	1
<a href="#">C TileControllerFactory</a>		97%		100%	1	15	0	38	1	12	0	1
<a href="#">C EmptyTileSlotController</a>		100%		100%	0	8	0	14	0	5	0	1
<a href="#">C TileController</a>		100%		n/a	0	3	0	4	0	3	0	1
Total	142 of 380	62%	3 of 14	78%	9	36	34	93	7	28	1	5

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## com.example.project.controllers.tiles

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxt	Missed	Lines	Missed	Methods	Missed	Classes	
<a href="#">UpgradeTileController.java</a>		16%		25%	4	6	21	24	2	4	0	1	
<a href="#">LetterTileController.java</a>		0%		n/a	4	4	13	13	4	4	1	1	
<a href="#">TileControllerFactory.java</a>		97%		100%	1	15	0	38	1	12	0	1	
<a href="#">EmptyTileSlotController.java</a>		100%		100%	0	8	0	14	0	5	0	1	
<a href="#">TileController.java</a>		100%		n/a	0	3	0	4	0	3	0	1	
Total	142 of 380	62%	3 of 14		78%	9	36	34	93	7	28	1	5

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## LevelScoreSequence.java

```
1. package com.example.project.controllers.gameScreens.animations;
2.
3. import com.example.project.controllers.tiles.LetterTileController;
4. import com.example.project.models.gameScreens.LevelModel;
5. import javafx.animation.*;
6. import javafx.scene.control.Label;
7. import javafx.scene.paint.Color;
8. import javafx.util.Duration;
9.
10. import java.util.List;
11.
12. /**
13. * Animates each level tile popping up and the score text increasing for every tile in the word row.
14. */
15. public class LevelScoreSequence extends AnimationWrapper
16. {
17.     /**
18.      * Constructor.
19.      * @param wordTileControllers tiles to animate.
20.      * @param levelModel level model.
21.      * @param comboCountLabel the text label to add the sum to.
22.      * @param multiplierLabel the text label to add the multi to.
23.      */
24.     public LevelScoreSequence(List<LetterTileController> wordTileControllers, LevelModel levelModel, Label comboCountLabel, Label multiplierLabel)
25.     {
26.         super();
27.
28.         for (LetterTileController control : wordTileControllers)
29.         {
30.             var translateUp = new TranslateTransition(Duration.seconds(0.1), control.getRoot());
31.             translateUp.setByY(-10);
32.             translateUp.setOnFinished(e ->
33.             {
34.                 levelModel.addToCombo(control.getModel());
35.                 levelModel.getTileScoreSoundPlayer().playNextNote();
36.             });
37.
38.             this.sequentialAnimation.getChildren().add(translateUp);
39.             var pointsTextColour = multiplierLabel.getTextFill();
40.             var multiplierTextColour = comboCountLabel.getTextFill();
41.             TextEmphasisAnimation sumComboSequence = new TextEmphasisAnimation(comboCountLabel, Color.GREEN, pointsTextColour, Duration.seconds(0));
42.             TextEmphasisAnimation multiComboSequence = new TextEmphasisAnimation(multiplierLabel, Color.GREEN, multiplierTextColour, Duration.seconds(0));
43.             this.sequentialAnimation.getChildren().addAll(sumComboSequence.getChildren());
44.             this.sequentialAnimation.getChildren().addAll(multiComboSequence.getChildren());
45.         }
46.
47.         // After all tiles
48.         var timeDelay = new PauseTransition(Duration.seconds(1));
49.         this.sequentialAnimation.getChildren().add(timeDelay);
50.     }
51. }
```

## RootLayoutController

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
● <a href="#">toggleSound()</a>		0%		0%	3	3	5	5	1	1
● <a href="#">setContent(Parent)</a>		0%		n/a	1	1	3	3	1	1
● <a href="#">initialize()</a>		0%		n/a	1	1	4	4	1	1
● <a href="#">skipLogin()</a>		0%		n/a	1	1	2	2	1	1
● <a href="#">RootLayoutController()</a>		100%		n/a	0	1	0	2	0	1
Total	45 of 53	15%	4 of 4	0%	6	7	14	16	4	5

Created with JaCoCo 0.8.12.202403310830

## RootLayoutController.java

```
1. package com.example.project.controllers;
2.
3. import com.example.project.services.GameScenes;
4. import com.example.project.services.SceneManager;
5. import com.example.project.services.sound.GameMusicPlayer;
6. import com.example.project.services.SVGIcons;
7. import javafx.fxml.FXML;
8. import javafx.scene.Parent;
9. import javafx.scene.control.Button;
10. import javafx.scene.layout.BorderPane;
11. import javafx.scene.layout.StackPane;
12.
13.
14. /**
15. * Root layout that remains the root scene of the application to switch scenes within.
16. */
17. public class RootLayoutController
18. {
19.     @FXML
20.     private BorderPane rootPane;
21.
22.     @FXML
23.     private StackPane contentPane;
24.
25.     @FXML
26.     private StackPane headerPane;
27.
28.     @FXML
29.     Button soundToggle;
30.
31.     private final GameMusicPlayer musicPlayer = new GameMusicPlayer();
32.
33.     private boolean isPlaying;
34.
35.     /**
36.      * @param page Set page content to a game scene.
37.      */
38.     public void setContent(Parent page) {
39.         contentPane.getChildren().clear();
40.         contentPane.getChildren().add(page);
41.     }
42.
43.     @FXML
44.     void initialize()
45.     {
46.         soundToggle.setGraphic(SVGIcons.getCogIcon());
47.         musicPlayer.playGameMusicLoop();
48.         this.isPlaying = true;
49.     }
50.
51.     @FXML
52.     private void toggleSound()
53.     {
54.         if (isPlaying){
55.             musicPlayer.mute();
56.         }
57.         else{
58.             musicPlayer.unMute();
59.         }
60.
61.         isPlaying = !isPlaying;
62.     }
63.
64.     // TODO: remove later
65.     @FXML
66.     private void skipLogin()
67.     {
68.         SceneManager.getInstance().switchScene(GameScenes.LEVEL);
69.     }
70.
71. }
```

## com.example.project.controllers

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
 RootLayoutController	 15%	 0%	6	7	14	16	4	5	0	1		
Total	45 of 53	15%	4 of 4	0%	6	7	14	16	4	5	0	1

Created with JaCoCo 0.8.12.202403310830

## com.example.project.controllers

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">RootLayoutController.java</a>	15%	0%	6	7	14	16	4	5	0	1	0	1
Total	45 of 53	15%	4 of 4	0%	6	7	14	16	4	5	0	1

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## DailyRewardModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
applyReward(DailyRewardType)		0%		0%	3	3	6	6	1	1
static {...}		0%	n/a		1	1	2	2	1	1
rollReward()		0%	n/a		1	1	1	1	1	1
DailyRewardModel()		0%	n/a		1	1	1	1	1	1
Total	40 of 40	0%	3 of 3	0%	6	6	10	10	4	4

Created with JaCoCo 0.8.12.202403310830

## DailyRewardModel.java

```
1. package com.example.project.models.gameScreens;
2.
3. import com.example.project.services.Session;
4.
5. import java.time.LocalDate;
6. import java.util.List;
7. import java.util.Random;
8.
9. /**
10. * Model for handling daily reward logic and state.
11. */
12. public class DailyRewardModel {
13.
14.     private static final List<DailyRewardType> possibleRewards = List.of(
15.         DailyRewardType.Daily_Reward_Won_1Dollar,
16.         DailyRewardType.Daily_Reward_Won_5Dollars,
17.         DailyRewardType.Daily_Reward_Won_NOTHING
18.     );
19.
20.     private static final Random random = new Random();
21.
22.     /**
23.      * Randomly selects a daily reward.
24.      * @return a randomly selected reward
25.     */
26.     public static DailyRewardType rollReward() {
27.         return possibleRewards.get(random.nextInt(possibleRewards.size()));
28.     }
29.
30.     /**
31.      * Applies the effect of the given reward to the session and marks it as claimed.
32.      * @param reward the reward to apply
33.     */
34.     public static void applyReward(DailyRewardType reward) {
35.         Session session = Session.getInstance();
36.
37.         switch (reward) {
38.             case Daily_Reward_Won_1Dollar -> session.addMoney(1);
39.             case Daily_Reward_Won_5Dollars -> session.addMoney(5);
40.             case Daily_Reward_Won_NOTHING -> {
41.                 // no-op
42.             }
43.         }
44.
45.         session.setLastRewardDate(LocalDate.now());
46.     }
47. }
```

## DailyRewardType

Element	Missed Instructions Cov.	Missed Branches Cov.	Missed Cxty	Missed Lines	Missed Methods
 static {...}	0%	n/a	1 1	4 4	1 1
Total	21 of 21	0% 0 of 0	n/a	1 1	4 4

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## DailyRewardType.java

```
1. package com.example.project.models.gameScreens;
2.
3. /**
4.  * Enum representing the possible daily reward outcomes.
5. */
6. public enum DailyRewardType {
7.     /**
8.      * Player wins $1
9.     */
10.    Daily_Reward_Won_1Dollar,
11.
12.    /**
13.     * Player wins $5
14.     */
15.    Daily_Reward_Won_5Dollars,
16.
17.    /**
18.     * Player wins nothing
19.     */
20.    Daily_Reward_Won_NOTHING
21. }
```

## GameScreenModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
 GameScreenModel(Session)		100%		n/a	0	1	0	4	0	1
Total	0 of 11	100%	0 of 0	n/a	0	1	0	4	0	1

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## GameScreenModel.java

```
1. package com.example.project.models.gameScreens;
2.
3. import com.example.project.services.Logger;
4. import com.example.project.services.Session;
5.
6. /**
7. * Game Screen Model. extended by loginModel, shopModel, levelModel.
8. */
9. public abstract class GameScreenModel
10. {
11.     protected Logger logger = new Logger();
12.
13.     protected final Session session;
14.
15.     protected GameScreenModel (Session session)
16.     {
17.         this.session = session;
18.     }
19. }
```

## ScoreTimeline

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">animateTotalScore(int, int, Label, long)</a>		0%	n/a		1	1	10	10	1	1
<a href="#">lambda\$animateTotalScore\$0(IntegerProperty, int, Label, ActionEvent)</a>		0%		0%	2	2	4	4	1	1
<a href="#">lambda\$animateTotalScore\$1(Label, int, ActionEvent)</a>		0%	n/a		1	1	2	2	1	1
<a href="#">ScoreTimeline()</a>		0%	n/a		1	1	1	1	1	1
Total	70 of 70	0%	2 of 2	0%	5	5	17	17	4	4

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# LevelModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">calcTotalWordScore()</a>		0%		0%	2	2	4	4	1	1
<a href="#">addToCombo(LetterTileModel)</a>		0%		n/a	1	1	3	3	1	1
<a href="#">refillTileTack()</a>		66%		50%	1	2	1	5	0	1
<a href="#">resetCombo()</a>		0%		n/a	1	1	3	3	1	1
<a href="#">setWordPoints(int)</a>		0%		n/a	1	1	2	2	1	1
<a href="#">setWordMulti(int)</a>		0%		n/a	1	1	2	2	1	1
<a href="#">setTotalScore(int)</a>		0%		n/a	1	1	2	2	1	1
<a href="#">getPlayersTotalPoints()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">wordPointsProperty()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">wordMultiProperty()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">getIsRedrawActive()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">getTileScoreSoundPlayer()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">LevelModel(Session, Logger)</a>		100%		n/a	0	1	0	13	0	1
<a href="#">LevelModel(Session)</a>		100%		n/a	0	1	0	13	0	1
<a href="#">tryMoveTile(LetterTileModel)</a>		100%		100%	0	6	0	11	0	1
<a href="#">onWonLevel()</a>		100%		50%	1	2	0	9	0	1
<a href="#">tryMoveTileToRedrawArea(LetterTileModel)</a>		100%		66%	2	4	0	5	0	1
<a href="#">tryMoveToTileRack(LetterTileModel)</a>		100%		75%	1	3	0	7	0	1
<a href="#">tryMoveTileToWordArea(LetterTileModel)</a>		100%		50%	2	3	0	4	0	1
<a href="#">getCurrentWord()</a>		100%		100%	0	2	0	5	0	1
<a href="#">generateLetters()</a>		100%		100%	0	2	0	4	0	1
<a href="#">returnRedrawTilesToTheRack()</a>		100%		100%	0	2	0	3	0	1
<a href="#">redrawTiles()</a>		100%		n/a	0	1	0	4	0	1
<a href="#">playTiles()</a>		100%		n/a	0	1	0	4	0	1
<a href="#">setupNewLevel()</a>		100%		n/a	0	1	0	5	0	1
<a href="#">hasWon()</a>		100%		100%	0	2	0	1	0	1
<a href="#">onLostLevel()</a>		100%		n/a	0	1	0	4	0	1
<a href="#">hasLost()</a>		100%		100%	0	2	0	1	0	1
<a href="#">resetLevelVariables()</a>		100%		n/a	0	1	0	3	0	1
<a href="#">getWordWindowTilesProperty()</a>		100%		n/a	0	1	0	1	0	1
<a href="#">getTileRackTilesProperty()</a>		100%		n/a	0	1	0	1	0	1
<a href="#">getRedrawWindowTilesProperty()</a>		100%		n/a	0	1	0	1	0	1
<a href="#">addTileToWordWindow(LetterTileModel)</a>		100%		n/a	0	1	0	2	0	1
<a href="#">addTileToRack(LetterTileModel)</a>		100%		n/a	0	1	0	2	0	1
<a href="#">addTileToRedrawWindow(LetterTileModel)</a>		100%		n/a	0	1	0	2	0	1
<a href="#">isCurrentWordValid()</a>		100%		n/a	0	1	0	1	0	1
<a href="#">setIsRedrawActive(boolean)</a>		100%		n/a	0	1	0	2	0	1
<a href="#">setPlayersScore(int)</a>		100%		n/a	0	1	0	2	0	1
<a href="#">getPlayersCurrentPoints()</a>		100%		n/a	0	1	0	1	0	1
Total	98 of 627	84%	9 of 40	77%	19	59	22	127	11	39

## LevelModel.java

```
1. package com.example.project.models.gameScreens;
2.
3. import com.example.project.models.tiles.LetterTileModel;
4. import com.example.project.models.tiles.UpgradeTileModel;
5. import com.example.project.services.GameScenes;
6. import com.example.project.services.Logger;
7. import com.example.project.services.SceneManager;
8. import com.example.project.services.Session;
9. import com.example.project.models.tiles.ScrabbleTileProvider;
10. import com.example.project.services.sqlite.DAOs.DictionaryDAO;
11. import javafx.beans.property.*;
12. import javafx.collections.FXCollections;
13. import javafx.collections.ObservableList;
14.
15.
16. /**
17. * Represents the level model.
18. */
19. public class LevelModel extends GameScreenModel
20. {
21.     private final ObservableList<LetterTileModel> wordWindowTiles = FXCollections.observableArrayList();
22.     private final ObservableList<LetterTileModel> tileRackTiles = FXCollections.observableArrayList();
23.     private final ObservableList<LetterTileModel> redrawWindowTiles = FXCollections.observableArrayList();
24.     private final ReadOnlyBooleanWrapper isRedrawActive = new ReadOnlyBooleanWrapper(false);
25.     private final ReadOnlyIntegerWrapper wordPoints = new ReadOnlyIntegerWrapper(0);
26.     private final ReadOnlyIntegerWrapper wordMulti = new ReadOnlyIntegerWrapper(0);
27.     private final ReadOnlyIntegerWrapper playersTotalPoints = new ReadOnlyIntegerWrapper(0);
28.     private final DictionaryDAO dictionary = new DictionaryDAO();
29.
30.     private final ScoreChimePlayer tileScoreSoundPlayer = new ScoreChimePlayer();
31.     private final ScrabbleTileProvider scrabbleLettersBalancer = new ScrabbleTileProvider();
32.
33.     protected LevelModel(Session session, Logger logger)
34.     {
35.         super(session);
36.         this.logger = logger;
37.     }
38.
39.     /**
40.      * Default constructor.
41.      * @param session session
42.      */
43.     public LevelModel(Session session)
44.     {
45.         super(session);
46.         generateLetters();
47.     }
48.
49.     /**
50.      * Gets the tile score sound effect player.
51.      * @return LevelTileScoreSoundPlayer.
52.      */
53.     public ScoreChimePlayer getTileScoreSoundPlayer() { return this.tileScoreSoundPlayer; }
54.
55.     /**
56.      * @return Read-only list of tiles currently in the word area
57.      */
58.     public ReadOnlyListProperty<LetterTileModel> getWordWindowTilesProperty() {
59.         return new ReadOnlyListWrapper<>(wordWindowTiles).getReadOnlyProperty();
60.     }
61.
62.     /**
63.      * @return Read-only list of tiles currently in the rack
64.      */
65.     public ReadOnlyListProperty<LetterTileModel> getTileRackTilesProperty() {
66.         return new ReadOnlyListWrapper<>(tileRackTiles).getReadOnlyProperty();
67.     }
68.
69.     /**
70.      * @return Read-only list of tiles currently in the redraw window.
71.      */
72.     public ReadOnlyListProperty<LetterTileModel> getRedrawWindowTilesProperty() {
73.         return new ReadOnlyListWrapper<>(redrawWindowTiles).getReadOnlyProperty();
74.     }
75.     /**
76.      * @return the total points property to observe.
77.      */
78.     public ReadOnlyIntegerProperty getPlayersTotalPoints() {
```

```

79.     return playersTotalPoints.getReadOnlyProperty();
80. }
81.
82. /**
83. * @return the sum combo points property to observe.
84. */
85. public ReadOnlyIntegerProperty wordPointsProperty() {
86.     return wordPoints.getReadOnlyProperty();
87. }
88.
89. /**
90. * @return the players current level points property to observe.
91. */
92. public ReadOnlyIntegerProperty getPlayersCurrentPoints() { return playersTotalPoints.getReadOnlyProperty(); }
93.
94. /**
95. * word multiplier.
96. * @return multiplier.
97. */
98. public ReadOnlyIntegerProperty wordMultiProperty() {
99.     return wordMulti.getReadOnlyProperty();
100. }
101.
102. /**
103. * gets the redraw property.
104. * @return returns indication if redraw active.
105. */
106. public ReadOnlyBooleanProperty getIsRedrawActive()
107. {
108.     return isRedrawActive.getReadOnlyProperty();
109. }
110.
111. /**
112. * set redraw active.
113. * @param newValue get if redraw window is on screen.
114. */
115. public void setIsRedrawActive(boolean newValue)
116. {
117.     this.isRedrawActive.set(newValue);
118. }
119.
120. protected void setPlayersScore(int newValue)
121. {
122.     this.playersTotalPoints.set(newValue);
123. }
124.
125. protected void addTileToWorldWindow(LetterTileModel tile)
126. {
127.     this.wordWindowTiles.add(tile);
128. }
129.
130. protected void addTileToRack(LetterTileModel tile)
131. {
132.     this.tileRackTiles.add(tile);
133. }
134.
135. protected void addTileToRedrawWindow(LetterTileModel tile)
136. {
137.     this.redrawWindowTiles.add(tile);
138. }
139.
140. /**
141. * Called when the level has been lost.
142. * resets the players session info and logs back out to the login screen.
143. */
144. public void onLostLevel()
145. {
146.     this.resetLevelVariables();
147.     this.session.resetGame();
148.     SceneManager.getInstance().switchScene(GameScenes.MAINMENU);
149. }
150.
151. /**
152. * Called when level has been won.
153. * reset the per level info: redraws plays. Goes to shop window.
154. */
155. public void onWonLevel()
156. {
157.     //award money equal to remaining plays
158.     int remainingPlays = this.session.getCurrentPlays().get();
159.     if (remainingPlays > 0)
160.     {
161.         session.getMoneyProperty().set(session.getMoneyProperty().get() + remainingPlays);

```

```

162.         this.logger.logMessage(String.format("You Won! Awarded $%d for %d remaining plays",
163.             remainingPlays, remainingPlays));
164.     }
165.
166.     this.resetLevelVariables();
167.     this.session.updateLevelInfo();
168.     SceneManager.getInstance().switchScene(GameScenes.SHOP);
169. }
170.
171. /**
172. * returns true if player has won.
173. * @return value indicating if player has won.
174. */
175. public boolean hasWon()
176. {
177.     return (this.session.getLevelRequirement().get() <= this.playersTotalPoints.get());
178. }
179.
180. /**
181. * true if player has lost
182. * @return value indicating if player has lost.
183. */
184. public boolean hasLost()
185. {
186.     return this.session.getCurrentPlays().get() == 0;
187. }
188.
189. /**
190. * Attempts to move a tile from rack to word area
191. * @param tile The tile to move
192. * @return true if move was successful, false otherwise
193. */
194. private boolean tryMoveTileToWordArea(LetterTileModel tile) {
195.     if (tileRackTiles.contains(tile) && wordWindowTiles.size() < session.getWordWindowSize()) {
196.         tileRackTiles.remove(tile);
197.         wordWindowTiles.add(tile);
198.     }
199.     return wordWindowTiles.contains(tile);
200. }
201.
202. /**
203. * Attempts to move a tile from rack to redraw area
204. * @param tile The tile to move
205. * @return true if move was successful, false otherwise
206. */
207. private boolean tryMoveTileToRedrawArea(LetterTileModel tile)
208. {
209.     if (redrawWindowTiles.size() < session.getRedrawWindowSize() && !redrawWindowTiles.contains(tile))
210.     {
211.         var rowItsIn = tileRackTiles.contains(tile) ? tileRackTiles : wordWindowTiles;
212.         rowItsIn.remove(tile);
213.         redrawWindowTiles.add(tile);
214.     }
215.
216.     return redrawWindowTiles.contains(tile);
217. }
218.
219. /**
220. * Attempts to move a tile from word area or redraw area to rack
221. * @param tile The tile to move
222. * @return true if move was successful, false otherwise
223. */
224. private boolean tryMoveToTileRack(LetterTileModel tile) {
225.     if (wordWindowTiles.contains(tile)) {
226.         wordWindowTiles.remove(tile);
227.         tileRackTiles.add(tile);
228.     } else if (redrawWindowTiles.contains(tile)) {
229.         redrawWindowTiles.remove(tile);
230.         tileRackTiles.add(tile);
231.     }
232.
233.     return tileRackTiles.contains(tile);
234. }
235.
236. /**
237. * determines where tile should go and moves it
238. * @param tile The tile to move
239. * @return true if move was successful, false otherwise
240. */
241. public boolean tryMoveTile(LetterTileModel tile) {
242.     boolean moved = false;
243.
244.     // When no redraw window is open.

```

```

245.     if (!isRedrawActive.get()) {
246.         if (tileRackTiles.contains((tile))) {
247.             moved = tryMoveTileToWordArea(tile);
248.         }
249.         else if (wordWindowTiles.contains(tile)) {
250.             moved = tryMoveToTileRack(tile);
251.         }
252.     }
253.     // when redraw window is open.
254.     else
255.     {
256.         if (!redrawWindowTiles.contains((tile))) {
257.             moved = tryMoveTileToRedrawArea(tile);
258.         }
259.         else {
260.             moved = tryMoveToTileRack(tile);
261.         }
262.     }
263. }
264. if (moved) { tile.getClackSoundPlayer().replay(); }
265. return moved;
266. }
267.
268. /**
269. * Gets the current word formed by tiles in the word area
270. * @return returns current word string.
271. */
272. public String getCurrentWord() {
273.     StringBuilder word = new StringBuilder();
274.     for (LetterTileModel tile : wordWindowTiles) {
275.         word.append(tile.getLetter());
276.     }
277.     return word.toString();
278. }
279.
280. /**
281. * returns true if word is in dictionary.
282. * @return value indicating if word is valid.
283. */
284. public boolean isCurrentWordValid(){
285.     return dictionary.isWordInDictionary(this.getCurrentWord());
286. }
287.
288. /**
289. * redraws tiles into the tile rack and removes from redraw window.
290. */
291. public void redrawTiles()
292. {
293.     this.session.getCurrentRedraws().set(this.session.getCurrentRedraws().get() - 1);
294.     this.redrawWindowTiles.clear();
295.     refillTileTack();
296. }
297.
298. /**
299. * add combo sum and multiCombo
300. * @param tile tile.
301. */
302. public void addToCombo(LetterTileModel tile) {
303.     this.wordPoints.set(this.wordPoints.get() + tile.getValue());
304.     this.wordMulti.set(this.wordMulti.get() + 1);
305. }
306.
307. /**
308. * @return total score int
309. */
310. public int calcTotalWordScore() {
311.     for (UpgradeTileModel upgrade : session.getUpgradeTilesProperty()) {
312.         upgrade.getUpgradeEffect().run();
313.     }
314.     return this.wordPoints.get() * this.wordMulti.get();
315. }
316.
317. /**
318. * sets the current word points before multipliers
319. * @param newWordPoints the new word points value
320. */
321. public void setWordPoints(int newWordPoints) {
322.     this.wordPoints.set(newWordPoints);
323. }
324.
325. /**
326. * sets the current word multiplier
327. * @param newMulti the new multiplier value

```

```

328.     */
329.     public void setWordMulti(int newMulti) {
330.         this.wordMulti.set(newMulti);
331.     }
332.
333.     /**
334.      * @param totalScore from calcTotalScore
335.      * sets Total Score
336.      */
337.     public void setTotalScore(int totalScore){
338.         this.playersTotalPoints.set(totalScore);
339.     }
340.
341.     /**
342.      * clears the word row tiles. and refills the tile rack. and decreases the plays left.
343.      */
344.     public void playTiles()
345.     {
346.         this.wordWindowTiles.clear();
347.         this.refillTileTack();
348.         this.session.getCurrentPlays().set(this.session.getCurrentPlays().get() - 1);
349.     }
350.
351.     /**
352.      * sends the selected redraw tiles back to the rack
353.      */
354.     public void returnRedrawTilesToTheRack() {
355.         for (int i = 0; i < redrawWindowTiles.size(); i++) {
356.             tryMoveToTileRack(redrawWindowTiles.get(i));
357.         }
358.     }
359.
360.     /**
361.      * Initialise new level. Clears word row, redraw rack. draws new tiles for the player's tile rack.
362.      */
363.     public void setupNewLevel()
364.     {
365.         this.wordWindowTiles.clear();
366.         this.returnRedrawTilesToTheRack();
367.         isRedrawActive.set(false);
368.         this.session.resetPlaysRedraws();
369.     }
370.
371.     /**
372.      * resets counts for sum and multi in combo
373.      */
374.     public void resetCombo()
375.     {
376.         this.wordPoints.set(0);
377.         this.wordMulti.set(0);
378.     }
379.
380.     private void resetLevelVariables()
381.     {
382.         this.playersTotalPoints.set(0);
383.         this.session.resetPlaysRedraws();
384.     }
385.
386.     private void generateLetters() {
387.         for (int i = 0; i < session.getHandSize(); i++) {
388.             var newLetter = new LetterTileModel(this.scrabbleLettersBalancer.drawRandomTile());
389.             this.tileRackTiles.add(newLetter); // Start all tiles in rack
390.         }
391.     }
392.
393.     /**
394.      * Refills tile rack. Only up to the hand size allowed this level.
395.      */
396.     private void refillTileTack()
397.     {
398.         var tilesPlayerHas = tileRackTiles.size() + wordWindowTiles.size() + redrawWindowTiles.size();
399.         var tilesToReplace = (this.session.getHandSize() - tilesPlayerHas);
400.         for (int i = 0; i < tilesToReplace; i++){
401.             tileRackTiles.add(new LetterTileModel(this.scrabbleLettersBalancer.drawRandomTile()));
402.         }
403.     }
404. }

```

## LoginModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
• <a href="#">isInputLegal(String, String)</a>	100%	100%	91%	91%	1	7	0	13	0	1
• <a href="#">onLoginClicked(String, String)</a>	100%	100%	100%	100%	0	3	0	10	0	1
• <a href="#">onSignUpClicked(String, String)</a>	100%	100%	100%	100%	0	3	0	8	0	1
• <a href="#">LoginModel(Session, UsersDAO, PasswordHasher)</a>	100%	100%		n/a	0	1	0	5	0	1
• <a href="#">doesPasswordMatch(String, String)</a>	100%	100%		n/a	0	1	0	2	0	1
• <a href="#">getWelcomeTextProperty()</a>	100%	100%		n/a	0	1	0	1	0	1
Total	0 of 142	100%	1 of 20	95%	1	16	0	39	0	6

Created with JaCoCo 0.8.12.202403310830

## LoginModel.java

```
1. package com.example.project.models.gameScreens;
2.
3. import com.example.project.models.User;
4. import com.example.project.services.PasswordHasher;
5. import com.example.project.services.Session;
6. import com.example.project.services.sqlite.dAOs.UsersDAO;
7. import com.example.project.services.GameScenes;
8. import com.example.project.services.SceneManager;
9. import javafx.beans.property.ReadOnlyStringProperty;
10. import javafx.beans.property.ReadOnlyStringWrapper;
11.
12. /**
13.  * Login model class.
14. */
15. public class LoginModel extends GameScreenModel
16. {
17.     private final UsersDAO usersDAO;
18.     private final PasswordHasher passwordHasher;
19.
20.     private final ReadOnlyStringWrapper infoText = new ReadOnlyStringWrapper("");
21.
22.     /**
23.      * Gets the info text property.
24.      * @return ReadonlyStringProperty.
25.     */
26.     public ReadOnlyStringProperty getWelcomeTextProperty(){
27.         return this.infoText;
28.     }
29.
30.     /**
31.      * constructor.
32.      * @param session session to use for the game.
33.      * @param dao users database implementation.
34.      * @param passwordHasher password hasher for this login
35.     */
36.     public LoginModel(Session session, UsersDAO dao, PasswordHasher passwordHasher)
37.     {
38.         super(session);
39.         this.usersDAO = dao;
40.         this.passwordHasher = passwordHasher;
41.     }
42.
43.     /**
44.      * @param username username
45.      * @param password password
46.      * @return returns value indicating if login is valid.
47.     */
48.     private boolean doesPasswordMatch(String username, String password)
49.     {
50.         var user = this.usersDAO.getUser(username);
51.         return this.passwordHasher.doesPasswordMatch(password, user.getPassword());
52.     }
53.
54.     /**
55.      * @param username username.
56.      * @param password password.
57.     */
58.     public void onLoginClicked(String username, String password)
59.     {
60.         if (!this.usersDAO.doesUserExist(username)) {
61.             this.infoText.set("No account found. Sign up first.");
62.             return;
63.         }
64.
65.         if (!this.doesPasswordMatch(username, password)) {
66.             this.infoText.set("Incorrect password.");
67.             return;
68.         }
69.
70.         var user = this.usersDAO.getUser(username);
71.         this.session.setUser(user);
72.
73.         SceneManager.getInstance().switchScene(GameScenes.MAINMENU);
74.     }
75.
76.     /**
77.      * returns value indicating if the input is legal. Illegal if blank.
78.      * @param username username.
```

```

79.     * @param password password.
80.     * @return value indicating if the input is legal.
81.     */
82.     private boolean isInputLegal(String username, String password)
83.     {
84.         if (username.isBlank() || password.isBlank()) {
85.             this.infoText.set("Fields cannot be empty.");
86.             return false;
87.         }
88.
89.         if (username.length() < 3 || username.length() > 30) {
90.             this.infoText.set("Username must be between 3-30 characters long.");
91.             return false;
92.         }
93.
94.         if (password.length() < 8) {
95.             this.infoText.set("Password must be at least 8 characters.");
96.             return false;
97.         }
98.
99.         if (password.equals(username)) {
100.             this.infoText.set("Password must not match username.");
101.             return false;
102.         }
103.
104.         return true;
105.     }
106.
107. /**
108. * Adds user to database.
109. * @param username username
110. * @param password password
111. */
112. public void onSignUpClicked(String username, String password)
113. {
114.     if (!isInputLegal(username, password)){
115.         return;
116.     }
117.
118.     if (this.usersDAO.doesUserExist(username))
119.     {
120.         this.infoText.set("Already signed up. Click login.");
121.         return;
122.     }
123.
124.     this.usersDAO.addUser(new User(username, password, 0));
125.     this.infoText.set("User added successfully.");
126. }
127. }

```

## MainMenuModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">MainMenuModel(Session)</a>	100%		n/a		0	1	0	2	0	1
<a href="#">onStartClicked()</a>	100%		n/a		0	1	0	2	0	1
<a href="#">onLogoutClicked()</a>	100%		n/a		0	1	0	2	0	1
Total	0 of 12	100%	0 of 0	n/a	0	3	0	6	0	3

Created with JaCoCo 0.8.12.202403310830

## MainMenuModel.java

```
1. package com.example.project.models.gameScreens;
2.
3. import com.example.project.services.GameScenes;
4. import com.example.project.services.SceneManager;
5. import com.example.project.services.Session;
6.
7. /**
8. * main menu model class
9. */
10. public class MainMenuModel extends GameScreenModel
11. {
12.
13.     /**
14.      * constructor.
15.      * @param session session to use for the game.
16.      */
17.     public MainMenuModel(Session session)
18.     {
19.         super(session);
20.     }
21.
22.     /**
23.      * switches to the level screen
24.      */
25.     public void onStartClicked()
26.     {
27.         SceneManager.getInstance().switchScene(GameScenes.LEVEL);
28.     }
29.
30.     /**
31.      * switches to the login screen
32.      */
33.     public void onLogoutClicked()
34.     {
35.         SceneManager.getInstance().switchScene(GameScenes.LOGIN);
36.     }
37.
38. }
```

## ScoreChimePlayer

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
● <a href="#">playNextNote()</a>		0%		0%	2	2	5	5	1	1
● <a href="#">reset()</a>		0%	n/a	n/a	1	1	2	2	1	1
● <a href="#">ScoreChimePlayer()</a>		100%	n/a	n/a	0	1	0	12	0	1
Total	26 of 107	75%	2 of 2	0%	3	4	7	19	2	3

Created with JaCoCo 0.8.12.202403310830

## ScoreChimePlayer.java

```
1. package com.example.project.models.gameScreens;
2.
3.
4. import com.example.project.services.sound.GameSoundPlayer;
5.
6. import java.util.List;
7.
8. /**
9. * plays a note from the F major scale ascending in pitch each time for a nice score combo sound.
10.*/
11. public class ScoreChimePlayer
12. {
13.     private final GameSoundPlayer F_4 = new GameSoundPlayer("/com/example/project/Sounds/scoreSounds/F_4.wav");
14.     private final GameSoundPlayer G_4 = new GameSoundPlayer("/com/example/project/Sounds/scoreSounds/G_4.wav");
15.     private final GameSoundPlayer A_4 = new GameSoundPlayer("/com/example/project/Sounds/scoreSounds/A_4.wav");
16.     private final GameSoundPlayer Bb_4 = new GameSoundPlayer("/com/example/project/Sounds/scoreSounds/Bb_4.wav");
17.     private final GameSoundPlayer C_4 = new GameSoundPlayer("/com/example/project/Sounds/scoreSounds/C_4.wav");
18.     private final GameSoundPlayer D_4 = new GameSoundPlayer("/com/example/project/Sounds/scoreSounds/D_5.wav");
19.     private final GameSoundPlayer E_4 = new GameSoundPlayer("/com/example/project/Sounds/scoreSounds/E_5.wav");
20.     private final GameSoundPlayer F_5 = new GameSoundPlayer("/com/example/project/Sounds/scoreSounds/F_5.wav");
21.     private final GameSoundPlayer G_5 = new GameSoundPlayer("/com/example/project/Sounds/scoreSounds/G_5.wav");
22.
23.     private final List<GameSoundPlayer> theCMajorScale = List.of(F_4, G_4, A_4, Bb_4, C_4, D_4, E_4, F_5, G_5);
24.
25.     private int currentNote = 0;
26.
27.     /**
28.      * resets back to 0.
29.     */
30.     public void reset(){
31.         currentNote = 0;
32.     }
33.
34.     /**
35.      * plays the note then increments the int index.
36.     */
37.     public void playNextNote()
38.     {
39.         if (theCMajorScale.size() == currentNote){
40.             reset();
41.         }
42.
43.         theCMajorScale.get(currentNote).replay();
44.         currentNote++;
45.     }
46. }
```

# ShopModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">purchase(UpgradeTileModel)</a>		0%		0%	4	4	16	16	1	1
<a href="#">canPurchase(UpgradeTileModel)</a>		0%		0%	3	3	3	3	1	1
<a href="#">regenerateShopItems()</a>		0%		0%	2	2	4	4	1	1
<a href="#">playersUpgradesProperty()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">currentShopItemsProperty()</a>		0%		n/a	1	1	1	1	1	1
<a href="#">ShopModel(Session)</a>		100%		n/a	0	1	0	3	0	1
<a href="#">ShopModel(Session, Logger)</a>		100%		n/a	0	1	0	3	0	1
<a href="#">onNextLevelPressed()</a>		100%		n/a	0	1	0	2	0	1
Total	119 of 140	15%	12 of 12	0%	11	14	25	33	5	8

Created with JaCoCo 0.8.12.202403310830

## ShopModel.java

```
1. package com.example.project.models.gameScreens;
2.
3. import com.example.project.models.tiles.UpgradeTileModel;
4. import com.example.project.services.GameScenes;
5. import com.example.project.services.Logger;
6. import com.example.project.services.SceneManager;
7. import com.example.project.services.Session;
8. import com.example.project.services.shopItems.UpgradeTiles;
9. import javafx.beans.property.ListProperty;
10. import javafx.beans.property.ReadOnlyListProperty;
11. import javafx.beans.property.SimpleListProperty;
12. import javafx.collections.FXCollections;
13. import org.apache.commons.logging.Log;
14.
15. /**
16. * Shop Model.
17. */
18. public class ShopModel extends GameScreenModel
19. {
20.     private final ListProperty<UpgradeTileModel> currentInShop = new SimpleListProperty<>(FXCollections.observableArrayList());
21.
22.     /**
23.      * Current items in the shop row that you can buy.
24.      * @return shop items.
25.     */
26.     public ListProperty<UpgradeTileModel> currentShopItemsProperty(){
27.         return currentInShop;
28.     }
29.
30.     /**
31.      * Constructor for tests.
32.      * @param session session.
33.      * @param logger logger to use.
34.     */
35.     protected ShopModel(Session session, Logger logger)
36.     {
37.         this(session);
38.         this.logger = logger;
39.     }
40.
41.     /**
42.      * Constructor
43.      * @param session game session.
44.     */
45.     public ShopModel(Session session)
46.     {
47.         super(session);
48.     }
49.
50.     /**
51.      * create new shop items.
52.     */
53.     public void regenerateShopItems()
54.     {
55.         currentInShop.clear();
56.         for (int i = 0; i < 3; i++)
57.         {
58.             currentInShop.add(UpgradeTiles.getRandomUpgradeTile());
59.         }
60.     }
61.
62.     /**
63.      * get what upgrades the player currently has.
64.      * @return returns the list of upgrades.
65.     */
66.     public ReadOnlyListProperty<UpgradeTileModel> playersUpgradesProperty()
67.     {
68.         return this.session.getUpgradeTilesProperty();
69.     }
70.
71.     /**
72.      * This should attempt to purchase an upgrade tile from the shop.
73.      * Verifies the player has sufficient funds, deducts the cost, removes the item
74.      * from the shop, and logs the transaction.
75.      *
76.      * @param tileClickedOn the upgrade tile the player is trying to purchase
77.      * @throws IllegalArgumentException if tileClickedOn is empty (null)
78.      * @see #canPurchase(UpgradeTileModel) to check affordability before calling this method
79.      * @see Session#spendMoney(int) for the payment mechanism
80.      * @see Session#addUpgrade(UpgradeTileModel) for adding to player's collection
81.      */
82.
```

```

83.     public void purchase(UpgradeTileModel tileClickedOn)
84.     {
85.         ◆◆ if (tileClickedOn == null) {
86.             throw new IllegalArgumentException("Cannot purchase null tile");
87.         }
88.
89.         ◆◆ if (canPurchase(tileClickedOn)) {
90.             boolean success = session.spendMoney((int) tileClickedOn.getCost());
91.             ◆◆ if (success) {
92.                 currentInShop.remove(tileClickedOn);
93.                 session.addUpgrade(tileClickedOn);
94.                 this.logger.logMessage(String.format("Purchased %s for $%d",
95.                     tileClickedOn.getName(),
96.                     (int) tileClickedOn.getCost()));
97.             }
98.         } else {
99.             this.logger.logMessage(String.format("Cannot afford %s (costs $%.2f, have $%d)",
100.                 tileClickedOn.getName(),
101.                 tileClickedOn.getCost(),
102.                 session.getMoneyProperty().get()));
103.         }
104.     }
105.
106. /**
107. * Determines whether the player can afford to purchase the specified upgrade tile.
108. * Compares the player's current money against the tile's cost.
109. *
110. * @param tile the upgrade tile the player wants to buy thus check affordability for
111. * @return true if the player has enough money to purchase the tile, false if the player is broke and can't
112. * @throws IllegalArgumentException if tile is empty
113. * @see UpgradeTileModel#getCost() for tile pricing
114. */
115. public boolean canPurchase(UpgradeTileModel tile)
116. {
117.     ◆◆ if (tile == null)
118.     {
119.         throw new IllegalArgumentException("Cannot check affordability of an empty tile");
120.     }
121.     ◆◆ return session.getMoneyProperty().get() >= tile.getCost();
122. }
123.
124. /**
125. * exists shop and increments level requirement for the next level.
126. */
127. public void onNextLevelPressed()
128. {
129.     SceneManager.getInstance().switchScene(GameScenes.LEVEL);
130. }
131. }

```

## ScoreTimeline.java

```
1. package com.example.project.controllers.gameScreens.animations;
2. import javafx.animation.KeyFrame;
3. import javafx.animation.Timeline;
4. import javafx.beans.property.IntegerProperty;
5. import javafx.beans.property.SimpleIntegerProperty;
6. import javafx.scene.control.Label;
7. import javafx.util.Duration;
8.
9. /**
10. * Class for total score counter animation
11. */
12. public class ScoreTimeline {
13.     /**
14.      * @param totalDurationMillis total duration
15.      * @param startScore int from current total score
16.      * @param endScore int from calculated current score
17.      * @param currentScoreLabel Label for total score
18.      * @return timeline of total score counter
19.     */
20.     public Timeline animateTotalScore(int startScore, int endScore, Label currentScoreLabel, long totalDurationMillis) {
21.         // Total scoring timeline
22.         Timeline scoreTimeline = new Timeline();
23.         IntegerProperty currentScore = new SimpleIntegerProperty(startScore);
24.
25.         int scoreDifference = endScore - startScore;
26.
27.         int steps = scoreDifference;
28.
29.         double durationPerStepMillis = (double) totalDurationMillis / steps;
30.
31.         scoreTimeline.getKeyFrames().add(
32.             new KeyFrame(Duration.millis(durationPerStepMillis), event -> {
33.                 if (currentScore.get() < endScore) {
34.                     currentScore.set(currentScore.get() + 1);
35.                     currentScoreLabel.setText(String.valueOf(currentScore.get()));
36.                 }
37.             })
38.         );
39.         scoreTimeline.setCycleCount(steps);
40.
41.         scoreTimeline.setOnFinished(event -> {
42.             currentScoreLabel.setText(String.valueOf(endScore));
43.         });
44.
45.         return scoreTimeline;
46.     }
47. }
```

## com.example.project.models.gameScreens

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">ShopModel</a>		15%		0%	11	14	25	33	5	8	0	1
<a href="#">LevelModel</a>		84%		77%	19	59	22	127	11	39	0	1
<a href="#">DailyRewardModel</a>		0%		0%	6	6	10	10	4	4	1	1
<a href="#">ScoreChimePlayer</a>		75%		0%	3	4	7	19	2	3	0	1
<a href="#">DailyRewardType</a>		0%		n/a	1	1	4	4	1	1	1	1
<a href="#">LoginModel</a>		100%		95%	1	16	0	39	0	6	0	1
<a href="#">MainMenuModel</a>		100%		n/a	0	3	0	6	0	3	0	1
<a href="#">GameScreenModel</a>		100%		n/a	0	1	0	4	0	1	0	1
Total	304 of 1,100	72%	27 of 77	64%	41	104	68	242	23	65	2	8

Created with JaCoCo 0.8.12.202403310830

## com.example.project.models.gameScreens

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">ShopModel.java</a>		15%		0%	11	14	25	33	5	8	0	1
<a href="#">LevelModel.java</a>		84%		77%	19	59	22	127	11	39	0	1
<a href="#">DailyRewardModel.java</a>		0%		0%	6	6	10	10	4	4	1	1
<a href="#">ScoreChimePlayer.java</a>		75%		0%	3	4	7	19	2	3	0	1
<a href="#">DailyRewardType.java</a>		0%		n/a	1	1	4	4	1	1	1	1
<a href="#">LoginModel.java</a>		100%		95%	1	16	0	39	0	6	0	1
<a href="#">MainMenuModel.java</a>		100%		n/a	0	3	0	6	0	3	0	1
<a href="#">GameScreenModel.java</a>		100%		n/a	0	1	0	4	0	1	0	1
Total	304 of 1,100	72%	27 of 77	64%	41	104	68	242	23	65	2	8

Created with JaCoCo 0.8.12.202403310830

## DefinitionPopup

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">setIsDefinitionActive(boolean)</a>		85%		75%	1	3	1	5	0	1
<a href="#">DefinitionPopup()</a>		100%		n/a	0	1	0	4	0	1
<a href="#">setPopup(String)</a>		100%		n/a	0	1	0	5	0	1
<a href="#">definitionProperty()</a>		100%		n/a	0	1	0	1	0	1
<a href="#">wordProperty()</a>		100%		n/a	0	1	0	1	0	1
<a href="#">getIsDefinitionActive()</a>		100%		n/a	0	1	0	1	0	1
<a href="#">getFXMLPath()</a>		100%		n/a	0	1	0	1	0	1
Total	3 of 73	95%	1 of 4	75%	1	9	1	18	0	7

Created with JaCoCo 0.8.12.202403310830

## DefinitionPopup.java

```

1. package com.example.project.models.popups;
2. import com.example.project.services.sqlite.dAOs.DictionaryDAO;
3. import javafx.beans.property.*;
4.
5. /**
6. * Represents Definition window called when a word is played
7. */
8. public class DefinitionPopup extends PopupModel {
9.
10.    private final ReadOnlyStringWrapper definition = new ReadOnlyStringWrapper("lorem ipsum");
11.
12.    private final ReadOnlyStringWrapper word = new ReadOnlyStringWrapper("lorem");
13.
14.    private final ReadOnlyBooleanWrapper isDefinitionActive = new ReadOnlyBooleanWrapper(false);
15.
16.    /**
17.     * @return returns property of definition
18.     */
19.    public ReadOnlyStringProperty definitionProperty(){
20.        return definition.getReadOnlyProperty();
21.    }
22.
23.    /**
24.     * @return returns property of word
25.     */
26.    public ReadOnlyStringProperty wordProperty(){
27.        return word.getReadOnlyProperty();
28.    }
29.
30.    /**
31.     * @return returns boolean
32.     */
33.    public ReadOnlyBooleanProperty getIsDefinitionActive(){
34.    {
35.        return isDefinitionActive.getReadOnlyProperty();
36.    }
37.
38.    /**
39.     * toggle isDefinitionActive
40.     * @param newState current state of definition window
41.     */
42.    public void setIsDefinitionActive(boolean newState)
43.    {
44.        if(this.isDefinitionActive.get() == newState) { return; }
45.        if (newState){getPaperSoundPlayer().replay();}
46.        else {getReversePaperSoundPlayer().replay();}
47.        this.isDefinitionActive.set(newState);
48.    }
49.
50.    /**
51.     * @param currentWord Word, when OnPlayButton is passed
52.     */
53.    public void setPopup(String currentWord){
54.        word.set(currentWord);
55.        DictionaryDAO dictionary = new DictionaryDAO();
56.        currentWord = currentWord.toLowerCase();
57.        definition.set(dictionary.getWordDefinition(currentWord));
58.    }
59.
60.    // TODO this is only used here are there other classes with popups? Otherwise can remove parent Popup class and just have a single concrete DefinitionPopup model and controller.
61.    @Override
62.    public String getFXMLPath() {
63.        return "/com/example/project/PopUps/DefinitionView.fxml";
64.    }
65. }
```

## PopupModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cqty	Missed	Lines	Missed	Methods
<a href="#">PopupModel()</a>	100%		n/a		0	1	0	3	0	1
<a href="#">getPaperSoundPlayer()</a>	100%		n/a		0	1	0	1	0	1
<a href="#">getReversePaperSoundPlayer()</a>	100%		n/a		0	1	0	1	0	1
Total	0 of 21	100%	0 of 0	n/a	0	3	0	5	0	3

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## PopupModel.java

```
1. package com.example.project.models.popups;
2.
3. import com.example.project.services.sound.GameSoundPlayer;
4.
5. /**
6.  * Parent class for popup windows
7. */
8. public abstract class PopupModel {
9.
10.    /**
11.     * gets FXML path
12.     * @return string path
13.    */
14.    public abstract String getFXMLPath();
15.
16.    protected final GameSoundPlayer paperSoundPlayer = new GameSoundPlayer("/com/example/project/Sounds/PaperFlip.wav");
17.
18.    protected final GameSoundPlayer reversePaperSoundPlayer = new GameSoundPlayer("/com/example/project/Sounds/PaperFlipReversed.wav");
19.    /**
20.     * gets paper sound player
21.     * @return sound player
22.    */
23.    public GameSoundPlayer getPaperSoundPlayer() {return paperSoundPlayer;}
24.
25.    /**
26.     * gets reversed paper sound player
27.     * @return sound player
28.    */
29.    public GameSoundPlayer getReversePaperSoundPlayer() {return reversePaperSoundPlayer;}
30. }
```

## com.example.project.models.popups

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">C DefinitionPopup</a>		95%		75%	1	9	1	18	0	7	0	1
<a href="#">C PopupModel</a>		100%		n/a	0	3	0	5	0	3	0	1
Total	3 of 94	96%	1 of 4	75%	1	12	1	23	0	10	0	2

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## com.example.project.models.popups

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">DefinitionPopup.java</a>		95%		75%	1	9	1	18	0	7	0	1
<a href="#">PopupModel.java</a>		100%		n/a	0	3	0	5	0	3	0	1
Total	3 of 94	96%	1 of 4	75%	1	12	1	23	0	10	0	2

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## LetterTileGroup

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">updateVisuals()</a>	100%	100%	100%	n/a	0	3	0	6	0	1
<a href="#">LetterTileGroup(int, Pane, ReadOnlyListProperty, Consumer, List, TileControllerFactory)</a>	100%	100%	100%	n/a	0	2	0	5	0	1
<a href="#">createEmptySlots()</a>	100%	100%	100%	n/a	0	1	0	4	0	1
<a href="#">loadEmptySlotIntoContainer()</a>	100%	100%	100%	n/a	0	1	0	5	0	1
<a href="#">LetterTileGroup(int, Pane, ReadOnlyListProperty, Consumer)</a>	100%	100%	100%	n/a	0	1	0	3	0	1
<a href="#">LetterTileGroup(int, Pane, ReadOnlyListProperty, Consumer, List)</a>	100%	100%	100%	n/a	0	1	0	1	0	1
<a href="#">lambda\$new\$1(List, ObservableValue, ObservableList, ObservableList)</a>	100%	100%	100%	n/a	0	1	0	1	0	1
<a href="#">lambda\$new\$0(List, ObservableValue, ObservableList, ObservableList)</a>	100%	100%	100%	n/a	0	1	0	1	0	1
Total	0 of 136	100%	0 of 6	100%	0	11	0	29	0	8

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## LetterTileGroup.java

```
1. package com.example.project.models.tileGroups;
2.
3. import com.example.project.controllers.tiles.EmptyTileSlotController;
4. import com.example.project.controllers.tiles.LetterTileController;
5. import com.example.project.models.tiles.EmptyTileSlotModel;
6. import com.example.project.models.tiles.LetterTileModel;
7. import com.example.project.controllers.tiles.TileControllerFactory;
8. import javafx.beans.property.ReadOnlyListProperty;
9. import javafx.scene.layout.Pane;
10. import java.util.ArrayList;
11. import java.util.List;
12. import java.util.function.Consumer;
13.
14. /**
15. * tile group that observes an observable list and updates the ui Tile Controller's nodes into their EmptyTileSlotController nodes.
16. */
17. public class LetterTileGroup extends TileGroup<LetterTileModel, LetterTileController>
18. {
19.     private final List<EmptyTileSlotController> tileSlots = new ArrayList<>();
20.     private final int numberofEmptyTileSlots;
21.
22.     protected LetterTileGroup(int numberofEmptyTileSlots, Pane container,
23.                               ReadOnlyListProperty<LetterTileModel> observedList,
24.                               Consumer<LetterTileController> onClickHandler,
25.                               List<Runnable> afterSyncActions,
26.                               TileControllerFactory factory)
27.     {
28.         super(container, onClickHandler, LetterTileController.class, observedList);
29.         this.tileControllerFactory = factory;
30.         observedList.addListener((obs, oldVal, newVal) -> afterSyncActions.forEach(Runnable::run));
31.         this.numberofEmptyTileSlots = numberofEmptyTileSlots;
32.         createEmptySlots();
33.     }
34.
35.     /**
36.      * Constructor
37.      * @param numberofEmptyTileSlots number of max tiles in group (empty slots)
38.      * @param container container to place all in.
39.      * @param observedList the observed list.
40.      * @param onClickHandler On tile click action.
41.      * @param afterSyncActions additional synchronisation actions that need to happen when this observed list changes.
42.      */
43.     public LetterTileGroup(int numberofEmptyTileSlots, Pane container,
44.                           ReadOnlyListProperty<LetterTileModel> observedList,
45.                           Consumer<LetterTileController> onClickHandler,
46.                           List<Runnable> afterSyncActions)
47.     {
48.         this(numberofEmptyTileSlots, container, observedList, onClickHandler);
49.         observedList.addListener((obs, oldVal, newVal) -> afterSyncActions.forEach(Runnable::run));
50.     }
51.
52.     /**
53.      * Constructor
54.      * @param numberofEmptyTileSlots number of max tiles in group (empty slots)
55.      * @param container container to place all in.
56.      * @param observedList the observed list.
57.      * @param onClickAction On tile click action.
58.      */
59.     public LetterTileGroup(int numberofEmptyTileSlots, Pane container,
60.                           ReadOnlyListProperty<LetterTileModel> observedList,
61.                           Consumer<LetterTileController> onClickAction)
62.     {
63.         super(container, onClickAction, LetterTileController.class, observedList);
64.         this.numberofEmptyTileSlots = numberofEmptyTileSlots;
65.         createEmptySlots();
66.     }
67.
68.     /**
69.      * Create empty slots for both word area and tile rack
70.      */
71.     private void createEmptySlots()
72.     {
73.         tileSlots.clear();
74.
75.         for (var i = 0; i < numberofEmptyTileSlots; i++)
76.         {
77.             var emptyTileController = loadEmptySlotIntoContainer();
78.             tileSlots.add(emptyTileController);
79.         }
80.     }
81.
82.     /**
83.      * Load a new empty slot into a container
84.      */
```

```
85.     private EmptyTileSlotController loadEmptySlotIntoContainer()
86.     {
87.         // TODO: this model should store empty tiles and the controller of this should observe those.
88.         var emptyTile = new EmptyTileSlotModel();
89.         EmptyTileSlotController controller = tileControllerFactory.createTileController(emptyTile, EmptyTileSlotController.class);
90.         container.getChildren().add(controller.getRoot());
91.         return controller;
92.     }
93.
94.     @Override
95.     protected void updateVisuals()
96.     {
97.         // update visuals
98.         for (EmptyTileSlotController rowsEmptyTile : tileSlots) {
99.             rowsEmptyTile.setLetter(null);
100.        }
101.
102.         for (int i = 0; i < tileControllers.size(); i++){
103.             tileSlots.get(i).setLetter(tileControllers.get(i));
104.         }
105.     }
106. }
```

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## TextEmphasisAnimation

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">TextEmphasisAnimation(Label, Paint, Paint, Duration)</a>		0%	n/a	1	1	16	16	1	1	1
<a href="#">lambda\$new\$1(Label, Paint, ActionEvent)</a>		0%	n/a	1	1	1	1	1	1	1
<a href="#">lambda\$new\$0(Label, Paint, ActionEvent)</a>		0%	n/a	1	1	1	1	1	1	1
Total	82 of 82	0%	0 of 0	n/a	3	3	16	16	3	3

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## TileGroup

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
● <a href="#">lambda\$recreateControllers\$1(TileController, MouseEvent)</a>		0%	n/a		1	1	1	1	1	1
● <a href="#">recreateControllers()</a>		100%		75%	1	3	0	8	0	1
● <a href="#">TileGroup(Pane, Class, ReadOnlyListProperty)</a>		100%	n/a		0	1	0	9	0	1
● <a href="#">TileGroup(Pane, Consumer, Class, ReadOnlyListProperty)</a>		100%	n/a		0	1	0	3	0	1
● <a href="#">syncTiles()</a>		100%	n/a		0	1	0	3	0	1
● <a href="#">getControllers()</a>		100%	n/a		0	1	0	1	0	1
● <a href="#">lambda\$new\$0(ObservableValue, ObservableList, ObservableList)</a>		100%	n/a		0	1	0	1	0	1
Total	5 of 92	94%	1 of 4	75%	2	9	0	24	1	7

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## TileGroup.java

```
1. package com.example.project.models.tileGroups;
2.
3. import com.example.project.controllers.tiles.TileController;
4. import com.example.project.models.tiles.TileModel;
5. import com.example.project.controllers.tiles.TileControllerFactory;
6. import javafx.beans.property.ReadOnlyListProperty;
7. import javafx.scene.layout.Pane;
8.
9. import java.util.ArrayList;
10. import java.util.List;
11. import java.util.function.Consumer;
12.
13. /**
14. * Tile Group abstract class holds a row or column of tiles.
15. * @param <modelType> tile model type.
16. * @param <controllerType> controller type.
17. */
18. public abstract class TileGroup<modelType extends TileModel, controllerType extends TileController<modelType>>
19. {
20.     protected final Pane container;
21.     protected final List<controllerType> tileControllers = new ArrayList<>();
22.     protected TileControllerFactory tileControllerFactory = new TileControllerFactory();
23.     protected Consumer<controllerType> onClickAction = null;
24.     private final Class<controllerType> controllerClass;
25.     private final ReadOnlyListProperty<modelType> observedModels;
26.
27.     TileGroup(Pane container, Consumer<controllerType> onClickAction, Class<controllerType> tileControllerClass, ReadOnlyListProperty<modelType> observedList)
28.     {
29.         this(container, tileControllerClass, observedList);
30.         this.onClickAction = onClickAction;
31.     }
32.
33.     TileGroup(Pane container, Class<controllerType> tileControllerClass, ReadOnlyListProperty<modelType> observedList)
34.     {
35.         this.container = container;
36.         this.controllerClass = tileControllerClass;
37.         this.observedModels = observedList;
38.         this.observedModels.addListener((obs, oldVal, newVal) -> syncTiles());
39.     }
40.
41.     private void recreateControllers()
42.     {
43.         tileControllers.clear();
44.         for (modelType tile : this.observedModels)
45.         {
46.             controllerType controller = tileControllerFactory.createTileController(tile, controllerClass);
47.             tileControllers.add(controller);
48.
49.             if (onClickAction != null){
50.                 controller.getRoot().setOnMouseClicked(e -> onClickAction.accept(controller));
51.             }
52.         }
53.     }
54.
55.     protected abstract void updateVisuals();
56.
57. /**
58. * Sync tiles in this tile groups controller.
59. */
60. public void syncTiles()
61. {
62.     recreateControllers();
63.     updateVisuals();
64. }
65.
66. /**
67. * Gets the groups tile controllers.
68. * @return the letter tile groups controllers
69. */
70. public List<controllerType> getControllers(){
71.     return tileControllers;
72. }
```

## UpgradeTileGroup

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">UpgradeTileGroup(Pane, ReadOnlyListProperty)</a>		0%	n/a	1	1	2	2	1	1	
<a href="#">lambda\$trackDuplicates\$0(Object, Integer)</a>		60%		50%	1	2	0	1	0	1
<a href="#">updateVisuals()</a>		98%		66%	4	7	1	22	0	1
<a href="#">trackDuplicates(List)</a>		100%		100%	0	2	0	5	0	1
<a href="#">UpgradeTileGroup(Pane, ReadOnlyListProperty, Consumer)</a>		100%	n/a	0	1	0	2	0	0	1
Total	11 of 141	92%	5 of 16	68%	6	13	3	31	1	5

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## UpgradeTileGroup.java

```

1. package com.example.project.models.tileGroups;
2.
3. import com.example.project.controllers.tiles.UpgradeTileController;
4. import com.example.project.models.tiles.UpgradeTileModel;
5. import javafx.beans.property.ReadOnlyListProperty;
6. import javafx.scene.layout.Pane;
7.
8. import java.util.*;
9. import java.util.function.Consumer;
10.
11. /**
12. * tile group that observes an observable list and updates the ui nodes for some game tiles.
13. */
14. public class UpgradeTileGroup extends TileGroup<UpgradeTileModel, UpgradeTileController>
15. {
16.     /**
17.      * Constructor.
18.      * @param container container all tiles are in.
19.      * @param observedList the observed list that when changes this tile group will sync.
20.      * @param onClickAction additional synchronisation actions that need to be called.
21.      */
22.     public UpgradeTileGroup(Pane container, ReadOnlyListProperty<UpgradeTileModel> observedList, Consumer<UpgradeTileController> onClickAction)
23.     {
24.         super(container, onClickAction, UpgradeTileController.class, observedList);
25.     }
26.
27.     /**
28.      * Constructor with no additional sync action parameter.
29.      * @param container container tiles are in.
30.      * @param observedList the observed list that when changes this tile group will sync.
31.      */
32.     public UpgradeTileGroup(Pane container, ReadOnlyListProperty<UpgradeTileModel> observedList)
33.     {
34.         super(container, UpgradeTileController.class, observedList);
35.     }
36.
37.     /**
38.      * Makes hashmap that tracks the count of each element in list
39.      * @param list the input list of elements
40.      * @param <T> the type of elements in the list
41.      * @return a map for # of dupes for each unique element
42.      */
43.     public static <T> Map<T, Integer> trackDuplicates(List<T> list){
44.         Map<T, Integer> countMap = new HashMap<>();
45.
46.         for (T element : list) {
47.             countMap.compute(element, (key, count) -> (count == null) ? 1 : count + 1);
48.         }
49.
50.         return countMap;
51.     }
52.
53.     @Override
54.     protected void updateVisuals()
55.     {
56.         List<UpgradeTileModel> allModels = new ArrayList<>();
57.         for (var controller : tileControllers) {
58.             allModels.add(controller.getModel());
59.         }
60.
61.         Map<UpgradeTileModel, Integer> countMap = trackDuplicates(allModels);
62.
63.         Set<UpgradeTileModel> uniqueModels = countMap.keySet();
64.
65.         Set<UpgradeTileController> usedControllers = new HashSet<>();
66.
67.
68.
69.         container.getChildren().clear();
70.
71.         for (var uniqueModel : uniqueModels)
72.         {
73.             UpgradeTileController controllerToUse = null;
74.             for (var controller : tileControllers) {
75.                 if (controller.getModel().equals(uniqueModel) && !usedControllers.contains(controller)) {
76.                     controllerToUse = controller;
77.                     usedControllers.add(controller); // Mark as used
78.                     break;
79.                 }
80.             }
81.
82.             if (controllerToUse != null) {
83.                 int count = countMap.get(uniqueModel);
84.                 controllerToUse.updateCount(count);
85.                 container.getChildren().add(controllerToUse.getRoot());
86.             }
87.         }
88.     }
89. }
```

## com.example.project.models.tileGroups

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">C UpgradeTileGroup</a>		92%		68%	6	13	3	31	1	5	0	1
<a href="#">C TileGroup</a>		94%		75%	2	9	0	24	1	7	0	1
<a href="#">C LetterTileGroup</a>		100%		100%	0	11	0	29	0	8	0	1
Total	16 of 369	95%	6 of 26	76%	8	33	3	84	2	20	0	3

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## com.example.project.models.tileGroups

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
<a href="#">UpgradeTileGroup.java</a>		92%		68%	6	13	3	31	1	5	0	1
<a href="#">TileGroup.java</a>		94%		75%	2	9	0	24	1	7	0	1
<a href="#">LetterTileGroup.java</a>		100%		100%	0	11	0	29	0	8	0	1
Total	16 of 369	95%	6 of 26	76%	8	33	3	84	2	20	0	3

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## EmptyTileSlotModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
EmptyTileSlotModel()	100%		n/a		0	1	0	2	0	1
getTile()	100%		n/a		0	1	0	1	0	1
setTile(LetterTileModel)	100%		n/a		0	1	0	2	0	1
getFXMLPath()	100%		n/a		0	1	0	1	0	1
Total	0 of 21	100%	0 of 0	n/a	0	4	0	6	0	4

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## EmptyTileSlotModel.java

```
1. package com.example.project.models.tiles;
2.
3.
4. import javafx.beans.property.SimpleObjectProperty;
5.
6. /**
7. * An empty tile slot model. Empty tile slots store a letter tile.
8. */
9. public class EmptyTileSlotModel extends TileModel
10.
11.     private SimpleObjectProperty<LetterTileModel> currentTile = new SimpleObjectProperty<>(null);
12.
13.     /**
14.     * get letter tile in slot.
15.     * @return letter tile.
16.     */
17.     public LetterTileModel getTile(){
18.         return this.currentTile.get();
19.     }
20.
21.     /**
22.     * Set a new tile.
23.     * @param tile letter tile.
24.     */
25.     public void setTile(LetterTileModel tile)
26.     {
27.         this.currentTile.set(tile);
28.     }
29.
30.     @Override
31.     public String getFXMLPath() {
32.         return "/com/example/project/SingleTiles/emptyTileSlot.fxml";
33.     }
34. }
```

## LetterTileModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
• <a href="#">LetterTileModel(Character)</a>	100%		n/a		0	1	0	5	0	1
• <a href="#">getLetter()</a>	100%		n/a		0	1	0	1	0	1
• <a href="#">getValue()</a>	100%		n/a		0	1	0	1	0	1
• <a href="#">getFXMLPath()</a>	100%		n/a		0	1	0	1	0	1
Total	0 of 28	100%	0 of 0	n/a	0	4	0	8	0	4

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## LetterTileModel.java

```
1. package com.example.project.models.tiles;
2.
3.
4. /**
5.  * Represents the letter tiles the player plays holds, redraws.
6. */
7. public class LetterTileModel extends TileModel
8. {
9.     private final Character letter;
10.
11.    private final Integer value;
12.
13.    /**
14.     * @param newLetter letter
15.     */
16.    public LetterTileModel(Character newLetter)
17.    {
18.        this.letter = Character.toUpperCase(newLetter);
19.        ScrabbleTileProvider provider = new ScrabbleTileProvider();
20.        this.value = provider.getValue(letter);
21.    }
22.
23.    /**
24.     * @return returns the tiles character.
25.     */
26.    public Character getLetter() {
27.        return letter;
28.    }
29.
30.    /**
31.     * @return base value of scrabble letter score.
32.     */
33.    public Integer getValue(){
34.        return this.value;
35.    }
36.
37.    @Override
38.    public String getFXMLPath() {
39.        return "/com/example/project/SingleTiles/letterTileView.fxml";
40.    }
41.}
```

## TextEmphasisAnimation.java

```
1. package com.example.project.controllers.gameScreens.animations;
2.
3. import javafx.animation.PauseTransition;
4. import javafx.animation.ScaleTransition;
5. import javafx.scene.control.Label;
6. import javafx.scene.paint.Paint;
7. import javafx.util.Duration;
8.
9. /**
10. * An animation to quickly enlarge text and then return it to its original scale.
11. */
12. public class TextEmphasisAnimation extends AnimationWrapper
13. {
14.     /**
15.      * create the animations for text growing then shrinking
16.      * @param textToAnimate Label.
17.      * @param colorAtStart initial colour change.
18.      * @param changeColourAtEnd colour change after finished.
19.      * @param timePauseAfterAnim time delay after animation until animation finished.
20.      */
21.     public TextEmphasisAnimation(Label textToAnimate, Paint colorAtStart, Paint changeColourAtEnd, Duration timePauseAfterAnim)
22.     {
23.         super();
24.
25.         var colourTextAtStart = new PauseTransition(Duration.seconds(0));
26.         colourTextAtStart.setOnFinished(e -> textToAnimate.setTextFill(colorAtStart));
27.         this.sequentialAnimation.getChildren().add(colourTextAtStart);
28.
29.         var revertSizeTransition = new ScaleTransition(Duration.seconds(0.2), textToAnimate);
30.         revertSizeTransition.setToY(1);
31.         revertSizeTransition.setToX(1);
32.
33.         var doubleSizeTransition = new ScaleTransition(Duration.seconds(0.2), textToAnimate);
34.         doubleSizeTransition.setToY(2);
35.         doubleSizeTransition.setToX(2);
36.
37.         var pauseAfter = new PauseTransition(timePauseAfterAnim);
38.         pauseAfter.setOnFinished(e -> textToAnimate.setTextFill(changeColourAtEnd));
39.
40.         this.sequentialAnimation.getChildren().add(doubleSizeTransition);
41.         this.sequentialAnimation.getChildren().add(revertSizeTransition);
42.         this.sequentialAnimation.getChildren().add(pauseAfter);
43.     }
44. }
```

## ScrabbleTileProvider.ScrabbleTileData

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">ScrabbleTileProvider.ScrabbleTileData(int, int)</a>	100%		n/a		0	1	0	1	0	1
Total	0 of 9	100%	0 of 0	n/a	0	1	0	1	0	1

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## ScrabbleTileProvider

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">ScrabbleTileProvider()</a>	100%	100%	100%	100%	0	2	0	38	0	1
<a href="#">getValue(Character)</a>	100%	100%	100%	100%	0	2	0	2	0	1
<a href="#">drawRandomTile()</a>	100%	100%	n/a	n/a	0	1	0	2	0	1
<a href="#">static {...}</a>	100%	100%	n/a	n/a	0	1	0	1	0	1
<a href="#">seedRandomNumberGenerator(long)</a>	100%	100%	n/a	n/a	0	1	0	2	0	1
Total	0 of 380	100%	0 of 4	100%	0	7	0	45	0	5

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## ScrabbleTileProvider.java

```
1. package com.example.project.models.tiles;
2.
3. import java.util.Map;
4. import java.util.TreeMap;
5. import java.util.Random;
6.
7. /**
8. * Static class to store the scrabble base letter value.
9. */
10. public class ScrabbleTileProvider {
11.     /**
12.      * Constructor.
13.      */
14.     public ScrabbleTileProvider() {
15.         /**
16.          // Calculate total number of tiles by summing frequencies
17.          double totalTiles = this.baseLetterData.values().stream()
18.              .mapToInt(ScrabbleTileData::frequency)
19.              .sum();
20.
21.          double cumulativeFrequency = 0.0;
22.
23.          // Populate the cdfMap
24.          for (Map.Entry<Character, ScrabbleTileData> entry : baseLetterData.entrySet()) {
25.              cumulativeFrequency += entry.getValue().frequency();
26.              cdfMap.put(cumulativeFrequency / totalTiles, entry.getKey());
27.          }
28.      }
29. }
30.
31. /**
32. * @param value value of scrabble letter
33. * @param frequency population of tile
34. */
35. public record ScrabbleTileData(int value, int frequency)
36. {
37.
38.     private final TreeMap<Double, Character> cdfMap = new TreeMap<>();
39.     private static final Random random = new Random();
40.
41.     protected static void seedRandomNumberGenerator(long newSeed){
42.         random.setSeed(newSeed);
43.     }
44.
45.     private final Map<Character, ScrabbleTileData> baseLetterData = Map.ofEntries(
46.         Map.entry('a', new ScrabbleTileData(1, 9)),
47.         Map.entry('b', new ScrabbleTileData(3, 2)),
48.         Map.entry('c', new ScrabbleTileData(3, 2)),
49.         Map.entry('d', new ScrabbleTileData(2, 4)),
50.         Map.entry('e', new ScrabbleTileData(1, 12)),
51.         Map.entry('f', new ScrabbleTileData(4, 2)),
52.         Map.entry('g', new ScrabbleTileData(2, 3)),
53.         Map.entry('h', new ScrabbleTileData(4, 2)),
54.         Map.entry('i', new ScrabbleTileData(1, 9)),
55.         Map.entry('j', new ScrabbleTileData(8, 1)),
56.         Map.entry('k', new ScrabbleTileData(5, 1)),
57.         Map.entry('l', new ScrabbleTileData(1, 4)),
58.         Map.entry('m', new ScrabbleTileData(3, 2)),
59.         Map.entry('n', new ScrabbleTileData(1, 6)),
60.         Map.entry('o', new ScrabbleTileData(1, 8)),
61.         Map.entry('p', new ScrabbleTileData(3, 2)),
62.         Map.entry('q', new ScrabbleTileData(10, 1)),
63.         Map.entry('r', new ScrabbleTileData(1, 6)),
64.         Map.entry('s', new ScrabbleTileData(1, 4)),
65.         Map.entry('t', new ScrabbleTileData(1, 6)),
66.         Map.entry('u', new ScrabbleTileData(1, 4)),
67.         Map.entry('v', new ScrabbleTileData(4, 2)),
68.         Map.entry('w', new ScrabbleTileData(4, 2)),
69.         Map.entry('x', new ScrabbleTileData(8, 1)),
70.         Map.entry('y', new ScrabbleTileData(4, 2)),
71.         Map.entry('z', new ScrabbleTileData(10, 1))
72. );
73.
74. /**
75. * Returns Integer of the letter according to scrabble
76. * @param letter letter to get value of
77. * @return Integer value of the letter, or 0 if not found
78. */
```

```
79.     public int getValue(Character letter)
80.     {
81.         ScrabbleTileData data = baseLetterData.get(Character.toLowerCase(letter));
82.         return (data != null) ? data.value() : 0;
83.     }
84.
85.    /**
86.     * @return randomly selected tile based on CDF
87.     */
88.    public Character drawRandomTile() {
89.        // Generate a random float between 0.0 (inclusive) and 1.0 (exclusive)
90.        double randomFloat = random.nextDouble();
91.
92.        // Find the first entry in the CDF map whose key is greater than or equal to the random float.
93.        return cdfMap.tailMap(randomFloat, true).firstEntry().getValue();
94.    }
95.
96. }
```

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## TileModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">TileModel()</a>	100%		n/a		0	1	0	3	0	1
<a href="#">getHoverSoundPlayer()</a>	100%		n/a		0	1	0	1	0	1
<a href="#">getClackSoundPlayer()</a>	100%		n/a		0	1	0	1	0	1
Total	0 of 23	100%	0 of 0	n/a	0	3	0	5	0	3

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## TileModel.java

```
1. package com.example.project.models.tiles;
2.
3. import com.example.project.services.sound.GameSoundPlayer;
4.
5. /**
6. * Parent tile class for objects in the scene that are tiles.
7. */
8. public abstract class TileModel
9.
10. {
11.     /**
12.      * gets the fxml path.
13.      * @return string path.
14.      */
15.     public abstract String getFXMLPath();
16.
17.     protected final GameSoundPlayer hoverSoundPlayer = new GameSoundPlayer("/com/example/project/Sounds/hover.wav", -80f);
18.     protected final GameSoundPlayer ClackSoundPlayer = new GameSoundPlayer("/com/example/project/Sounds/clack3.wav", 6f);
19.
20.     /**
21.      * gets the hover sound player
22.      * @return sound player
23.      */
24.     public GameSoundPlayer getHoverSoundPlayer() { return hoverSoundPlayer; }
25.
26.     /**
27.      * gets the sound player that plays the click sound.
28.      * @return sound player.
29.      */
30.     public GameSoundPlayer getClackSoundPlayer() {return ClackSoundPlayer;}
31.
32.     /**
33.      * corner radius (rounded corners).
34.      */
35.     public static final int CORNER_RADIUS = 20;
}
```

## UpgradeEffects

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">braceletEffect()</a>		0%		0%	4	4	10	10	1	1
<a href="#">glassesEffect()</a>		0%		0%	3	3	7	7	1	1
<a href="#">buttonEffect()</a>		0%		0%	3	3	6	6	1	1
<a href="#">diceEffect()</a>		0%		n/a	1	1	5	5	1	1
<a href="#">mirrorEffect()</a>		0%		0%	2	2	6	6	1	1
<a href="#">coinEffect()</a>		0%		0%	2	2	6	6	1	1
<a href="#">static {...}</a>		0%		n/a	1	1	1	1	1	1
<a href="#">UpgradeEffects()</a>		0%		n/a	1	1	1	1	1	1
Total	204 of 204	0%	18 of 18	0%	17	17	42	42	8	8

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## UpgradeEffects.java

```
1. package com.example.project.models.tiles;
2.
3. import com.example.project.models.gameScreens.LevelModel;
4. import com.example.project.services.Session;
5.
6. import java.util.Random;
7.
8. /**
9. * upgrade effect methods
10.*/
11. public class UpgradeEffects
12. {
13.     private static final LevelModel levelModel = Session.getInstance().getLevelModel();
14.
15.     /**
16.      * Adds +2 to the score multiplier for every identical pair of letters next to each other
17.      */
18.     public static void glassesEffect() {
19.         // for each letter in word, if the current letter matches the previous letter add 2 to the modifier
20.         for (int i = 1; i < levelModel.getWordWindowTilesProperty().size(); i++) {
21.             Character previousLetter = levelModel.getWordWindowTilesProperty().get(i-1).getLetter();
22.             Character currentLetter = levelModel.getWordWindowTilesProperty().get(i).getLetter();
23.             if (previousLetter.equals(currentLetter)) {
24.                 int newMulti = levelModel.wordMultiProperty().get() + 2;
25.                 levelModel.setWordMulti(newMulti);
26.             }
27.         }
28.     }
29.
30.     /**
31.      * Value is doubled for a random letter in the played word
32.      */
33.     public static void diceEffect() {
34.         Random random = new Random();
35.         int randomNum = random.nextInt(levelModel.getWordWindowTilesProperty().size());
36.         int newScore = levelModel.wordPointsProperty().get() + levelModel.getWordWindowTilesProperty().get(randomNum).getValue();
37.         levelModel.setWordPoints(newScore);
38.     }
39.
40.     /**
41.      * 20% Chance the total word score is doubled
42.      */
43.     public static void coinEffect() {
44.         Random random = new Random();
45.         double chance = 0.2;
46.         if (random.nextDouble() < chance) {
47.             int newScore = levelModel.wordPointsProperty().get() * 2;
48.             levelModel.setWordPoints(newScore);
49.         }
50.     }
51.
52.     /**
53.      * If played word is a palindrome, doubles word score.
54.      */
55.     public static void mirrorEffect() {
56.         String word = levelModel.getCurrentWord();
57.         String reversedWord = new StringBuilder(word).reverse().toString();
58.
59.         if (word.equals(reversedWord)) {
60.             int newScore = levelModel.wordPointsProperty().get() * 2;
61.             levelModel.setWordPoints(newScore);
62.         }
63.     }
64.
65.     /**
66.      * Add +1 to score multiplier for every consecutive letter alphabetical order.
67.      */
68.     public static void braceletEffect() {
69.
70.         String alphabet = "ABCDEFGHIJKLMNPQRSTUVWXYZ";
71.
72.         // for each letter in the word, if the next letter matches the next letter in the alphabet, add 1 to modifier
73.         for (int i = 0; i < levelModel.getWordWindowTilesProperty().size()-1; i++) {
74.
75.             Character currentLetter = levelModel.getWordWindowTilesProperty().get(i).getLetter();
76.             Character nextLetter = levelModel.getWordWindowTilesProperty().get(i+1).getLetter();
77.
78.             if (currentLetter.equals('Z')) { continue; }
79.
80.             Character nextAlphabeticalLetter = alphabet.charAt(alphabet.indexOf(currentLetter)+1);
81.
82.             if (nextLetter.equals(nextAlphabeticalLetter)) {
83.                 int newMulti = levelModel.wordMultiProperty().get() + 1;
```

```
84.             levelModel.setWordMulti(newMulti);
85.         }
86.     }
87. }
88.
89. /**
90. * adds 5 to the word score for every x in the tile rack.
91. */
92. public static void buttonEffect() {
93.     for (LetterTileModel tile : levelModel.getTileRackTilesProperty()) {
94.         if (tile.getLetter().equals('X')) {
95.             int newScore = levelModel.wordPointsProperty().get() + 5;
96.             levelModel.setWordPoints(newScore);
97.         }
98.     }
99. }
100.
101.
102. }
```

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## UpgradeTileModel.UpgradeBuilder

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">description(String)</a>	100%		n/a		0	1	0	1	0	1
<a href="#">name(String)</a>	100%		n/a		0	1	0	1	0	1
<a href="#">imagePath(String)</a>	100%		n/a		0	1	0	1	0	1
<a href="#">cost(double)</a>	100%		n/a		0	1	0	1	0	1
<a href="#">upgradeEffect(Runnable)</a>	100%		n/a		0	1	0	1	0	1
<a href="#">build()</a>	100%		n/a		0	1	0	1	0	1
<a href="#">UpgradeTileModel.UpgradeBuilder()</a>	100%		n/a		0	1	0	1	0	1
Total	0 of 33	100%	0 of 0	n/a	0	7	0	7	0	7

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## UpgradeTileModel

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods
<a href="#">UpgradeTileModel(UpgradeTileModel.UpgradeBuilder)</a>	100%		n/a	0 1	0	7	0	1	0	1
<a href="#">getName()</a>	100%		n/a	0 1	0	1	0	1	0	1
<a href="#">getDescription()</a>	100%		n/a	0 1	0	1	0	1	0	1
<a href="#">getCost()</a>	100%		n/a	0 1	0	1	0	1	0	1
<a href="#">getAbilityImagePath()</a>	100%		n/a	0 1	0	1	0	1	0	1
<a href="#">getUpgradeEffect()</a>	100%		n/a	0 1	0	1	0	1	0	1
<a href="#">getFXMLPath()</a>	100%		n/a	0 1	0	1	0	1	0	1
Total	0 of 40	100%	0 of 0	n/a	0	7	0	13	0	7

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## UpgradeTileModel.java

```
1. package com.example.project.models.tiles;
2.
3. /**
4.  * Represents the upgrade tiles sold at the shop.
5. */
6. public class UpgradeTileModel extends TileModel
7. {
8.     private final String description;
9.     private final String name;
10.    private final String imagePath;
11.    private final double cost;
12.    private final Runnable upgradeEffect;
13.
14.    /**
15.     * public upgrade constructor.
16.     * @param builder upgrade builder
17.     */
18.    public UpgradeTileModel(UpgradeBuilder builder)
19.    {
20.        this.description = builder.description;
21.        this.name = builder.name;
22.        this.imagePath = builder.imagePath;
23.        this.cost = builder.cost;
24.        this.upgradeEffect = builder.upgradeEffect;
25.    }
26.
27.
28.    /**
29.     * builder class for the upgrades
30.     */
31.    public static class UpgradeBuilder {
32.        private String description;
33.        private String name;
34.        private String imagePath;
35.        private double cost;
36.        private Runnable upgradeEffect;
37.
38.        /**
39.         * upgrade description builder
40.         * @param description new upgrade description
41.         * @return description
42.         */
43.        public UpgradeBuilder description(String description) {this.description = description; return this; }
44.
45.        /**
46.         * upgrade name builder
47.         * @param name new upgrade name
48.         * @return name
49.         */
50.        public UpgradeBuilder name(String name) {this.name = name; return this; }
51.
52.        /**
53.         * upgrade image path builder
54.         * @param imagePath new upgrade image path
55.         * @return image path
56.         */
57.        public UpgradeBuilder imagePath(String imagePath) {this.imagePath = imagePath; return this; }
58.
59.        /**
60.         * upgrade cost builder
61.         * @param cost new upgrade cost
62.         * @return cost
63.         */
64.        public UpgradeBuilder cost(double cost) {this.cost = cost; return this; }
65.
66.        /**
67.         * upgrade effect builder
68.         * @param upgradeEffect new upgrade effect
69.         * @return upgrade effect
70.         */
71.        public UpgradeBuilder upgradeEffect(Runnable upgradeEffect) {this.upgradeEffect = upgradeEffect; return this; }
72.
73.        /**
74.         * build upgrade
75.         * @return new upgrade
76.         */
77.        public UpgradeTileModel build() { return new UpgradeTileModel(this); }
78.    }
```

```
79.  
80.  
81.  
82.    /**  
83.     * gets the name.  
84.     * @return return name.  
85.     */  
86.    public String getName(){  
87.        return this.name;  
88.    }  
89.  
90.    /**  
91.     * gets the description.  
92.     * @return description.  
93.     */  
94.    public String getDescription(){  
95.        return this.description;  
96.    }  
97.  
98.    /**  
99.     * gets the cost  
100.    * @return return cost.  
101.    */  
102.   public double getCost()  
103.   {  
104.       return this.cost;  
105.   }  
106.  
107.   /**  
108.    * gets upgrade tile image path.  
109.    * @return returns loaded Image for this tile.  
110.    */  
111.   public String getAbilityImagePath() { return imagePath; }  
112.  
113.   /**  
114.    * gets the effect for this tile.  
115.    * @return returns the runnable effect for this tile.  
116.    */  
117.   public Runnable getUpgradeEffect() { return upgradeEffect; }  
118.  
119.   @Override  
120.   public String getFXMLPath() {  
121.       return "/com/example/project/SingleTiles/upgradeTileView.fxml";  
122.   }  
123.  
124. }
```