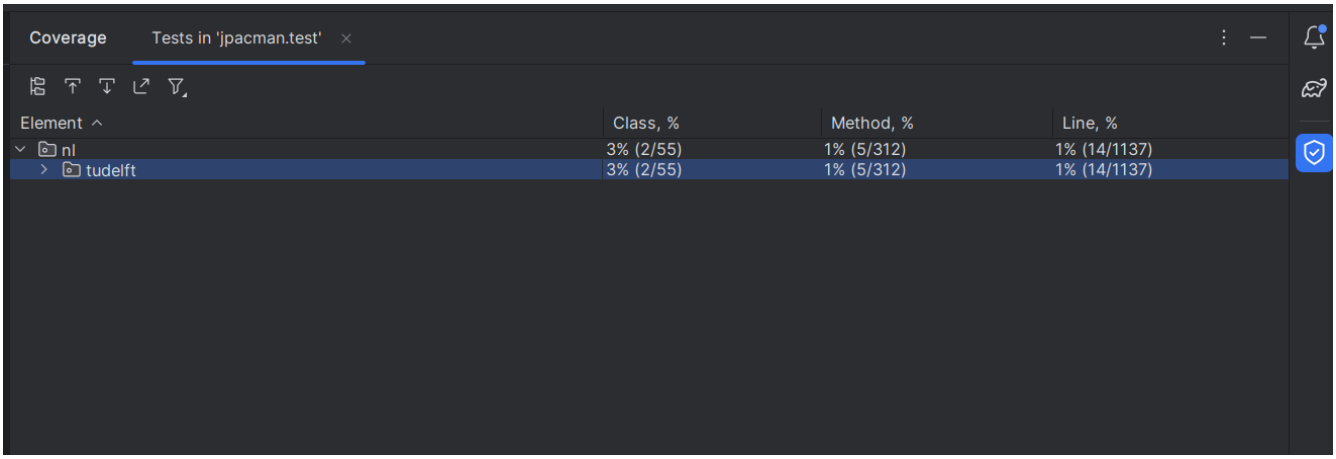
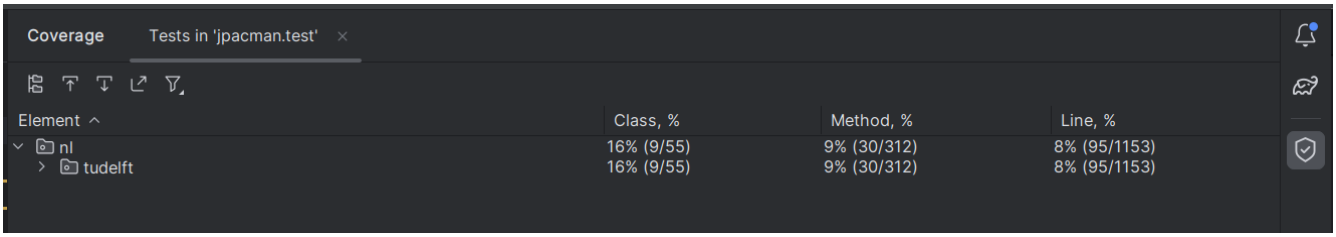
Salvador Rangel
CS 472
https://github.com/Chappy122/CS472

Task 1:
Q1- the test coverage is not good enough.



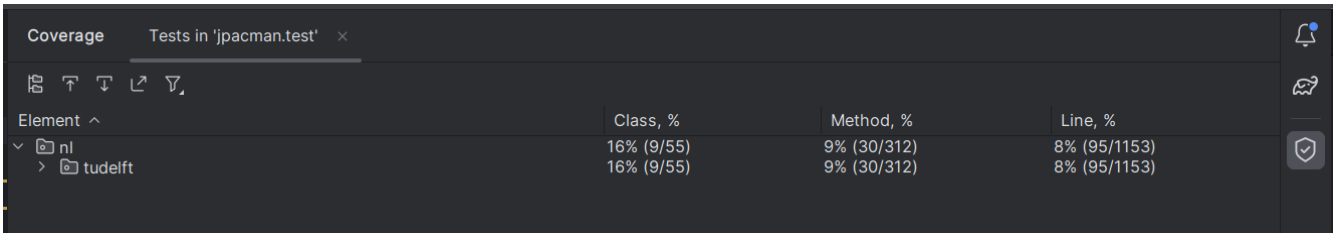
Task 2:



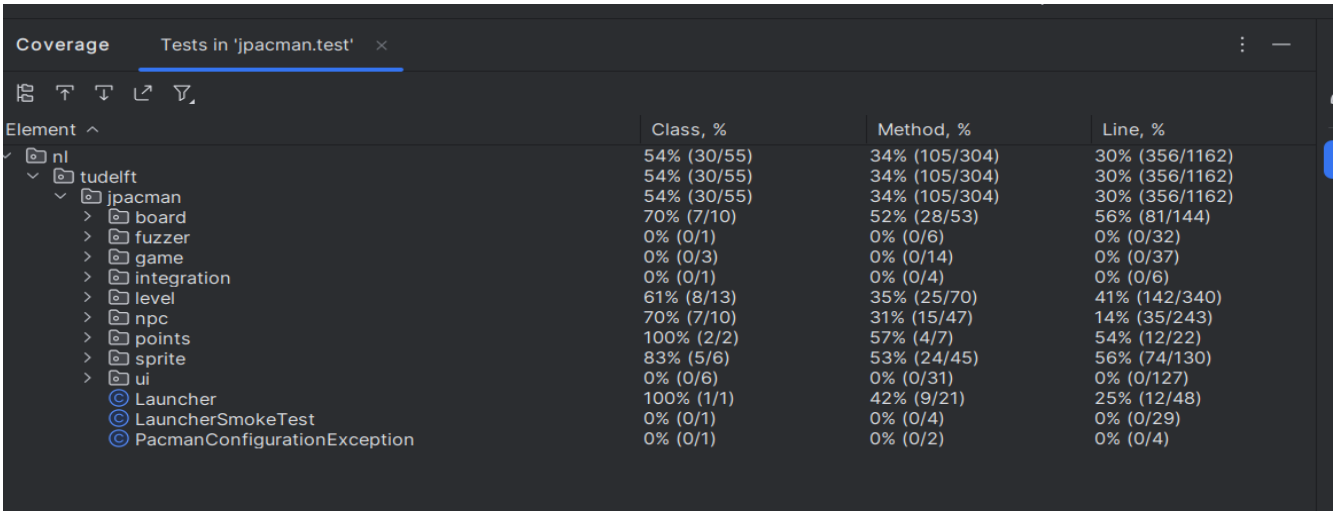
Task 2.1

testing for isAnyPlayerAlive(), isAlive(), and makeChostSquare() Before and after the test creation.

Before



After



Task 3

jpacman

jpacman

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cxty	Missed	Lines	Missed	Methods	Missed	Classes
nl.tudelft.jpacman.level		66%		55%	77	155	108	344	22	69	4	12
nl.tudelft.jpacman.npc.ghost		71%		55%	56	105	43	181	5	34	0	8
nl.tudelft.jpacman.ui		77%		47%	54	86	21	144	7	31	0	6
default		0%		0%	12	12	21	21	5	5	1	1
nl.tudelft.jpacman.board		86%		58%	44	93	2	110	0	40	0	7
nl.tudelft.jpacman.sprite		86%		59%	30	70	11	113	5	38	0	5
nl.tudelft.jpacman		69%		25%	12	30	18	52	6	24	1	2
nl.tudelft.jpacman.points		60%		75%	1	11	5	21	0	9	0	2
nl.tudelft.jpacman.game		87%		60%	10	24	4	45	2	14	0	3
nl.tudelft.jpacman.npc		100%		n/a	0	4	0	8	0	4	0	1
Total	1,226 of 4,694	73%	297 of 637	53%	296	590	233	1,039	52	268	6	47

Q1: the coverage results from both JaCoCo and Intellij do no match up. It looks like JaCoCo is missing classes, Methods and lines.

Q2: the visualization from JaCoCo was helpful.

Q3: I prefer IntelliJ’s visualizer because I had a bit harder time understanding JaCoCo’s visualizer.

Task 4