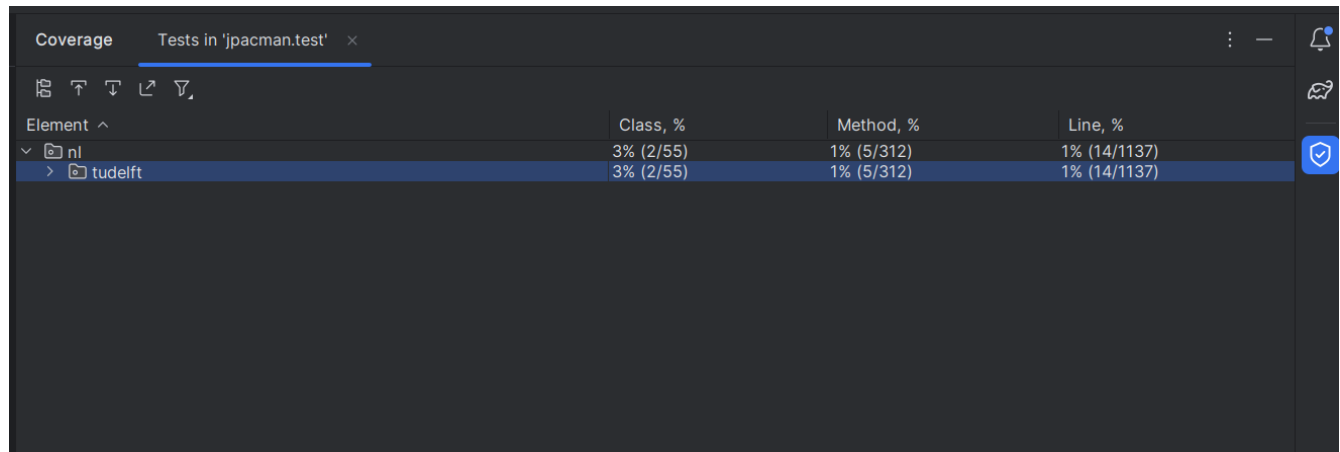


Salvador Rangel
CS 472
<https://github.com/Chappy122/CS472>

Task 1:

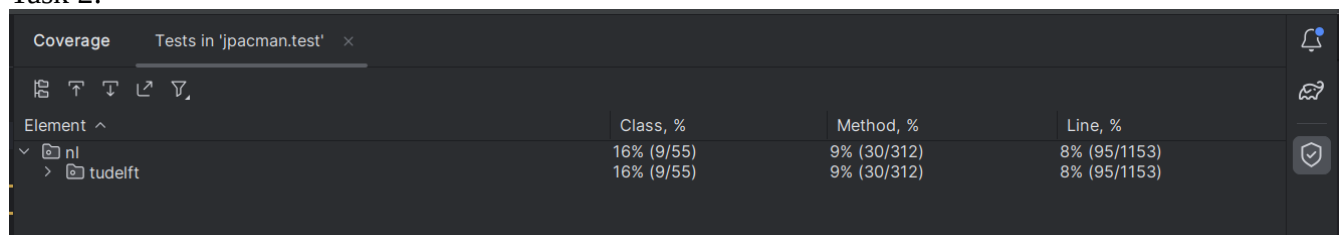
Q1- the test coverage is not good enough.



Coverage Tests in 'jpacman.test' x

Element ^	Class, %	Method, %	Line, %
nl	3% (2/55)	1% (5/312)	1% (14/1137)
> tudelft	3% (2/55)	1% (5/312)	1% (14/1137)

Task 2:



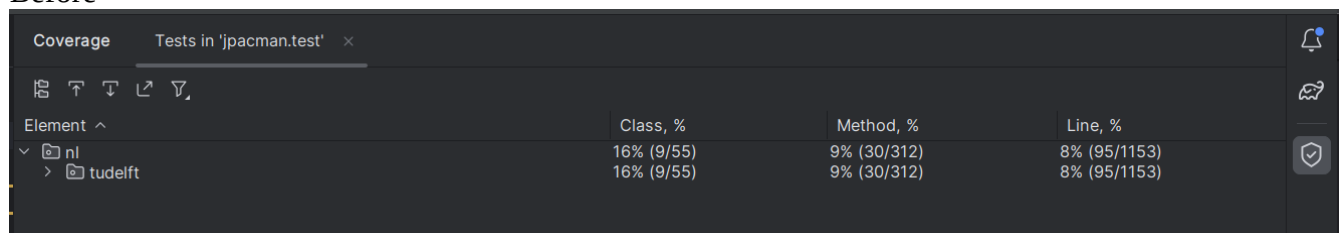
Coverage Tests in 'jpacman.test' x

Element ^	Class, %	Method, %	Line, %
nl	16% (9/55)	9% (30/312)	8% (95/1153)
> tudelft	16% (9/55)	9% (30/312)	8% (95/1153)

Task 2.1

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

Before



Coverage Tests in 'jpacman.test' x

Element ^	Class, %	Method, %	Line, %
nl	16% (9/55)	9% (30/312)	8% (95/1153)
> tudelft	16% (9/55)	9% (30/312)	8% (95/1153)

After

Coverage Tests in 'jpacman.test' x			
Element ^	Class, %	Method, %	Line, %
nl	54% (30/55)	34% (105/304)	30% (356/1162)
tudelft	54% (30/55)	34% (105/304)	30% (356/1162)
jpacman	54% (30/55)	34% (105/304)	30% (356/1162)
board	70% (7/10)	52% (28/53)	56% (81/144)
fuzzer	0% (0/1)	0% (0/6)	0% (0/32)
game	0% (0/3)	0% (0/14)	0% (0/37)
integration	0% (0/1)	0% (0/4)	0% (0/6)
level	61% (8/13)	35% (25/70)	41% (142/340)
npc	70% (7/10)	31% (15/47)	14% (35/243)
points	100% (2/2)	57% (4/7)	54% (12/22)
sprite	83% (5/6)	53% (24/45)	56% (74/130)
ui	0% (0/6)	0% (0/31)	0% (0/127)
Launcher	100% (1/1)	42% (9/21)	25% (12/48)
LauncherSmokeTest	0% (0/1)	0% (0/4)	0% (0/29)
PacmanConfigurationException	0% (0/1)	0% (0/2)	0% (0/4)

Task 3

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