Unit	Total Lines in Unit	Method	Total Lines in Method
BasicCasinoGame	68		
		Constructor	5
		play(selection)	4
		start()	3
		start(exitOption)	36
		getExitEntry()	4
		getDescription()	2
		getHeader()	2
		getOptions()	2
		Other lines	10
BlackjackGame	202		
		Constructor	14
		play(selection)	35
		playerTurn()	54
		CasinoTurn()	44
		highestPossibleValue (cards)	16
		drawCard()	4
		resetCards()	16
		getExitEntry()	3
		Card.Constructor	3
		Card.getValue()	2
		Card.getName()	2
		Other lines	9
DiceGame	92		

		Constructor	13
		play(selection)	70
		getExitEntry()	3
		Other lines	6
GameType	3		
LotteryGame	95		
		Constructor	15
		play(selection)	10
		drawResult()	39
		buyTicket()	10
		getTicketsBought()	2
		setTicketsBought()	2
		getExitEntry()	3
		getJackpotWon()	2
		Other lines	12
SlotsGame	102		
		Constructor	15
		play(selection)	78
		getExitEntry	3
		Other lines	6
Armour	138		
		Constructor	6
		getEquipped()	5
		getArmours()	2
		get()	2
		set(i)	2
		choose()	28

		getName()	2
		setName(name)	3
		getPrice()	2
		setPrice()	2
		getDamResist()	2
		setDamResist(damResist)	2
		getLevel()	2
		setLevel(level)	2
		isOwns()	2
		setOwns()	2
		isEquipped()	2
		equip()	8
		equipSilent()	6
		unequip()	2
		toString()	3
		buy()	20
		viewAbout()	16
		Other lines:	15
ArmourTest	114		
Chest	34		
		Constructor	1
		view()	25
		Other lines	7
FirstAid	62		
		Constructor	1
		get()	2

		set(amount, add)	6
		use()	29
		buy()	13
		Other lines	11
InstaHealth	62		
		Constructor	1
		get()	2
		set(amount, add)	6
		use()	29
		buy()	13
		Other lines	11
Power	53		
		Constructor	
		get()	2
		set(amount, add)	6
		use()	21
		buy()	13
		Other lines	11
About	18		
		Constructor	1
		view(achValid)	7
		viewed()	2
		setViewed()	2
		isEven(check)	2
		Other lines	4
Bank	106		
		Constructor	

		menu()	62
		get()	2
		set(amount, add)	6
		setInterest(price)	2
		withdraw(amount)	9
		deposit(amount, interest)	18
		Other lines	7
Casino	48		
		Constructor	1
		menu()	34
		Other lines	13
Cheats	99		
		Constructor	
		cheatGateway()	11
		cheatSelect()	69
		enabled()	2
		locked()	2
		enable()	2
		lock()	2
		Other lines	11
CheatsTest	109		
Constants	8		
Credits	27		
		Constructor	
		view()	25
		Other lines	2

Debug	77		
		Constructor	1
		enable()	3
		enabled()	2
		menu()	62
		Other lines	9
DebugTest	115		
Enemy	164		
		Constructor	26
		set(i)	2
		getEnemies()	2
		get()	2
		getIndex(i)	2
		findEnemy()	7
		encounterNew()	6
		testFoundPipe()	6
		takeDamage(damage)	6
		dealDamage()	3
		die()	27
		useFirstAidKit()	8
		getFirstAidKit()	2
		setFirstAidKit()	2
		setDamage(min, max)	3
		setCoinDrop(min, max)	3
		setHealth(current,	3

		max)	
		getHealth()	2
		getHealthMax()	2
		getHealthStr()	2
		getName()	2
		viewAbout()	20
		Other lines	26
EnemyTest	109		
EnemyTest2	93		
Food	120		
		Constructor	7
		list()	32
		getFoods()	2
		getName()	2
		getEffectLevel()	2
		getStatusEffect()	2
		getQuantity()	2
		setQuantity(quantity)	2
		eat()	19
		viewAbout()	18
		viewedAbout()	2
		setViewed(v)	2
		Other lines	28
FoodTest	72		
Game	331		
		Constructor	
		hadGameStarted()	3

		start()	142
		town()	50
		home()	65
		getDifficulty()	24
		Other lines	47
GameUtils	51		
		Constructor	
		print(input)	2
		println(input)	2
		showPopup(header, subheader, message, inputs)	17
		center(s)	2
		leftAlign(s)	2
		center(input, size, pad)	11
		leftAlign(input, size, pad)	11
		Other lines	4
Handle	7		
		Constructor	1
		error(e)	3
		Other lines	3
Help	249		
		Constructor	1
		view()	45
		info_enemy()	18
		info_armour()	20

		info_weapons()	18
		info_health()	34
		info_food()	18
		info_xp()	25
		info_cheats()	28
		info_achs()	38
		Other lines	4
Loan	97		
		Constructor	
		menu()	26
		createLoan()	23
		payLoan()	27
		getMaxLoan()	2
		getCurrentLoan()	2
		setCurrentLoan(loan)	2
		hasLoan()	2
		getGrossDue()	2
		getNetDue()	2
		setNetDue(due)	2
		Other lines	7
Menu	29		
		Constructor	
		load()	26
		Other lines	3
NPC	56		
		Constructor	1
		getName(type)	14

		getShop(npc)	19
		setName(npc)	2
		setShop(type)	2
		welcome(type)	3
		gratitude(shop, type)	3
		hasQuests()	2
		Other lines	10
Property	53		
		Constructor	
		setName(name)	2
		getName	2
		setDesc(desc)	2
		getDesc	2
		setType(type)	2
		getType	2
		setPricePerSqFt(pricePerSqFt)	2
		getPricePerSqFt()	2
		setLevelNeeded(levelNeeded)	2
		getLevelNeeded()	2
		setSqFtOwned(sqFtOwned)	5
		getSqFtOwned()	2
		buyProperty()	1
		Other lines	25
Quest	52		
		Constructor	13

		checkQuestsForNPC (npcName)	11
		getMinLevelReq()	2
		getComplete()	2
		getAvailable()	2
		Other lines	22
Random	9		
		Constructor	1
		RInt(max)	3
		RInt(min, max)	3
		Other lines	2
Saves	566		
		Constructor	
		save()	120
		load()	112
		setup()	10
		setupDumper()	7
		savesPrompt()	25
		convert()	118
		contains()	2
		exists()	2
		getBoolean(key)	15
		hasValue(key)	3
		isEmpty()	2
		getByte(key)	10
		getChar(key)	9
		getDouble(key)	10

		getInteger(key)	10
		getList(key)	5
		getLong(key)	10
		getMap(key)	5
		getValues()	4
		get(key)	14
		getKeys()	4
		getShort(key)	10
		getString(key)	5
		read(file)	8
		readInt()	3
		readBoolean()	2
		readString()	3
		set(key, object)	15
		Other lines	21
Shop	279		
		Constructor	1
		menu()	38
		health()	57
		weapons()	48
		xp()	43
		buyAmmo()	31
		property()	12
		armour()	38
		Other lines	11
Start	27		
		Constructor	

		main(args)	11
		Other lines	16
StatusEffect	10		
		Constructor	
		Other lines	10
Ui	125		
		Constructor	1
		isDecimalNumber(string)	21
		isNumber(string)	12
		print(input)	6
		println(input)	2
		print(input)	2
		println(input)	2
		print(input)	2
		println(input)	2
		print(input)	2
		printls(input)	2
		println()	2
		msg(msg)	9
		popup(body, title, smgType)	6
		confirmPopup(body, title)	20
		cls()	12
		getValidInt()	4
		getValidString()	3
		pause()	8

		Other lines	7
User	24		
		Constructor	
		name()	2
		getPlayerDefault()	2
		setName(name)	3
		promptNameSelectio n()	11
		Other lines	6
Version	34		
		Constructor	1
		get()	2
		getStage()	2
		getFull()	2
		getDesc()	2
		getChange()	2
		Other lines	23
Weapon	283		
		Constructor	37
		getWeapons()	2
		get()	2
		getIndex(i)	2
		set(x)	2
		set(i)	2
		choose()	36
		noAmmo()	3
		displayAmmo()	3

		getName()	2
		owns()	2
		setAmmo(amount, add)	6
		getAmmo()	2
		getDamageDealt()	2
		dealDam()	36
		criticalHit()	10
		bulletCriticalHit()	9
		wasCriticalHit()	2
		bulletWasCriticalHit()	2
		viewAbout()	22
		getDamage()	8
		isBuyable()	2
		buy()	24
		buyAmmo()	23
		getAmmoPrice()	2
		compareTo(w)	3
		Other lines	37
WeaponTest	62		
WeaponTest2	125		
Achievements	269		
		Constructor	1
		setUpEnemyAch(name, type)	3
		view()	74
		check()	26
		getEnemyAch(x)	4

		get(ach)	4
		checkUnnaturalLuck()	4
		checkMoneyMaker()	4
		checkEnemySlayer()	4
		checkFirstKill()	4
		checkTimeForAnUpgrade()	4
		checkTextFigherMaster()	31
		checkYAYPOWER()	4
		checkAwwYouCareAboutMe()	4
		checkSlayer()	4
		checkNobodysPerfect()	4
		checkMakingMoney()	4
		checkGamblingAddiction()	4
		checkLevel2Fighter()	4
		checkLevel3Fighter()	4
		checkLevel4Fighter()	4
		checkLevel5Fighter()	4
		checkLevel6Fighter()	4
		checkLevel7Fighter()	4
		checkLevel8Fighter()	4
		checkLevel9Fighter()	4
		checkLevel10Fighter()	4
		checkHonestPlayer()	4

		Other lines	42
Coins	14		
		Constructor	1
		get()	2
		set(amount, add)	7
		Other lines	4
Health	138		
		Constructor	1
		getStr()	2
		get()	2
		getOutOf	2
		set(h)	2
		set(h, hOutOf)	3
		setUpgradePrice(price)	2
		gain(h)	4
		lose(h)	4
		die()	8
		takeDamage(damage)	15
		getLevel()	28
		upgrade()	52
		Other lines	13
Potion	120		
		Constructor	1
		get(kind)	8
		set(kind, amount, add)	18

		use(k)	32
		healBy(kind)	8
		used(kind)	8
		buy(kind)	15
		getLevel(kind)	8
		getPrice(kind)	8
		Other lines	14
PotionTest	176		
Settings	209		
		Constructor	1
		menu()	32
		setDif(dif, firstInit, switchDif)	3
		switchDif()	9
		lockDif()	18
		lockCheats()	22
		getDif()	2
		setConstants(dif, firstInit, changeDif)	90
		newGameSetup()	8
		getGodMode()	3
		godModeMsg()	5
		toggleGodMode()	7
		Other lines	9
Stats	94		
		Constructor	1
		view()	55
		updateKillDeathRatio	9

		()	
		Other lines	29
Xp	66		
		Constructor	1
		levelUp()	18
		set(amount, add)	12
		getBattleXp()	2
		setBattleXp(amount, add)	5
		setLevel(lvl)	2
		setOutOf(outOf)	2
		setAll(current, outOf, lvl)	4
		get()	2
		getOutOf()	2
		getLevel()	2
		getFull()	2
		Other lines	12