Complexity metrics,So., 5 Apr. 2020 22:31:07 MESZ
Method,ev(G),iv(G),v(G)
skipbo.client.ChatGraphic.ChatGraphic(SBClientListener),1,1,1
skipbo.client.ChatGraphic.ChatGraphic(SBClientListener,String),1,1,1
skipbo.client.ChatGraphic.keyPressed(KeyEvent),1,1,1
skipbo.client.ChatGraphic.keyReleased(KeyEvent),1,1,1
skipbo.client.ChatGraphic.keyTyped(KeyEvent),1,3,3
skipbo.client.ChatGraphic.printChatMessage(String),1,1,1
skipbo.client.ChatGraphic.printCommandList(),1,1,1
skipbo.client.ChatGraphic.printErrorMessage(String),1,1,1
skipbo.client.ChatGraphic.printInfoMessage(String),1,1,1
skipbo.client.ChatGraphic.setFrame(),1,1,1
skipbo.client.ChatGraphic.setGameGraphic(),1,1,1
skipbo.client.ChatGraphic.setName(),1,1,2
skipbo.client.GameGraphic.GameGraphic(ChatGraphic),1,1,1
skipbo.client.GameGraphic.keyPressed(KeyEvent),1,1,1
skipbo.client.GameGraphic.keyReleased(KeyEvent),1,1,1
skipbo.client.GameGraphic.keyTyped(KeyEvent),1,1,1
skipbo.client.GameGraphic.setGameGraphic(),1,1,1
skipbo.client.NotACommandException.NotACommandException(),1,1,1
skipbo.client.NotACommandException.NotACommandException(String),1,1,1
skipbo.client.SBClient.SBClient(String[]),1,1,1
skipbo.client.SBClient.run(),1,2,3
skipbo.client.SBClientListener.SBClientListener(Socket),1,1,1
skipbo.client.SBClientListener.forward(String),4,3,12
skipbo.client.SBClientListener.getBroadcastString(String),2,1,2
skipbo.client.SBClientListener.getChangeString(String),5,5,6
skipbo.client.SBClientListener.getListString(String),3,2,4
skipbo.client.SBClientListener.getNewString(String),3,1,3
skipbo.client.SBClientListener.getPlayString(String),2,1,2
skipbo.client.SBClientListener.getPrivateMessageString(String),2,1,2
skipbo.client.SBClientListener.logOut(),1,2,2
skipbo.client.SBServerListener.SBServerListener(Socket,ChatGraphic),1,1,1
skipbo.client.SBServerListener.executeCommand(String),2,2,9
skipbo.client.SBServerListener.logOut(),1,2,2
skipbo.client.SBServerListener.newGame(),1,1,1
skipbo.client.SBServerListener.putTo(String[]),1,1,1
skipbo.client.SBServerListener.run(),1,4,4
skipbo.client.WindowHandler.WindowHandler(SBClientListener),1,1,1
skipbo.client.WindowHandler.windowActivated(WindowEvent),1,1,1
skipbo.client.WindowHandler.windowClosed(WindowEvent),1,1,1
skipbo.client.WindowHandler.windowClosing(WindowEvent),1,2,2
skipbo.client.WindowHandler.windowDeactivated(WindowEvent),1,1,1
skipbo.client.WindowHandler.windowDeiconified(WindowEvent),1,1,1
skipbo.client.WindowHandler.windowIconified(WindowEvent),1,1,1
skipbo.client.WindowHandler.windowOpened(WindowEvent),1,1,1

skipbo.dmi.dbis.cs108.example.gui.swing.SwingGUI.createAndShowGUI(),1,1,1
skipbo.dmi.dbis.cs108.example.gui.swing.SwingGUI.main(String[]),1,1,1
skipbo.game.Card.Card(Color),1,1,1
skipbo.game.Card.Card(int,Color),1,1,1
skipbo.game.Game.Game(ArrayList<Player>),1,1,1
skipbo.game.Game.displayDiscard(),1,2,2
skipbo.game.Game.endGame(Player),1,1,1
skipbo.game.Game.endTurn(),1,1,2
skipbo.game.Game.fillHandCards(Player),1,2,2
skipbo.game.Game.gameIsRunning(),1,1,1
skipbo.game.Game.getDrawPile(),1,1,1
skipbo.game.Game.getPlayerList(),1,3,3
skipbo.game.Game.getPlayersTurn(),1,1,1
skipbo.game.Game.playFromDiscardToMiddle(Player,int,int),1,10,11
skipbo.game.Game.playFromStockToMiddle(Player,int),1,12,13
skipbo.game.Game.playToDiscard(Player,int,int),1,1,1
skipbo.game.Game.playToMiddle(Player,int,int),1,11,13
skipbo.game.Game.run(),1,4,4
skipbo.game.Game.sleep(long),1,2,2
skipbo.game.Game.startTurn(int),1,1,1
skipbo.game.Game.terminateGame(),1,1,1
skipbo.game.Game.toString(),1,4,4
skipbo.game.Pile.Pile(),1,1,1
skipbo.game.Pile.Pile(int),1,2,2
skipbo.game.Pile.buildPilesPrint(),1,3,3
skipbo.game.Pile.discardPilesPrint(Player),1,3,3
skipbo.game.Pile.gamePiles(),1,5,6
skipbo.game.Pile.getDrawPileTopCard(),1,1,1
skipbo.game.Pile.getNumOfStockPile(),1,1,1
skipbo.game.Pile.handCardPrint(Player),1,2,2
skipbo.game.Player.Player(int,String,SBListener),1,1,1
skipbo.game.Player.addCardToHand(Card),1,1,1
skipbo.game.Player.changeGame(Game),1,1,1
skipbo.game.Player.changeName(String),1,1,1
skipbo.game.Player.changeStatus(Status),1,1,1
skipbo.game.Player.getDiscardPile(),1,1,1
skipbo.game.Player.getGame(),1,1,1
skipbo.game.Player.getHandCards(),1,1,1
skipbo.game.Player.getId(),1,1,1
skipbo.game.Player.getName(),1,1,1
skipbo.game.Player.getSBL(),1,1,1
skipbo.game.Player.getStatus(),1,1,1
skipbo.game.Player.getStockPile(),1,1,1
skipbo.game.PlayerMaster.getPlayerByID(int),3,2,3
skipbo.game.PlayerMaster.getPlayerName(String),3,2,3
skipbo.game.PlayerMaster.newPlayer(String,Socket),2,1,2

skipbo.server.Main.main(String[]),1,3,4
skipbo.server.NameTakenException.NameTakenException(String,SBListener),1,1,1
skipbo.server.NameTakenException.findName(),1,1,2
skipbo.server.NoCommandException.NoCommandException(),1,1,1
skipbo.server.NoCommandException.NoCommandException(String,String),1,1,1
skipbo.server.ProtocolExecutor.ProtocolExecutor(),1,1,1
skipbo.server.ProtocolExecutor.ProtocolExecutor(String[],SBListener),1,1,1
skipbo.server.ProtocolExecutor.broadcast(String),1,2,2
skipbo.server.ProtocolExecutor.broadcastExceptOne(String,SBListener),1,3,3
skipbo.server.ProtocolExecutor.changeTo(),8,8,10
skipbo.server.ProtocolExecutor.chatMessage(),5,6,7
skipbo.server.ProtocolExecutor.display(),2,2,4
skipbo.server.ProtocolExecutor.logout(),1,6,6
skipbo.server.ProtocolExecutor.newGame(),5,7,8
skipbo.server.ProtocolExecutor.putTo(),4,3,8
skipbo.server.ProtocolExecutor.sendAll(String,SBListener),1,5,5
skipbo.server.ProtocolExecutor.sendAllExceptOne(String,SBListener),1,7,7
skipbo.server.ProtocolExecutor.setTo(),6,8,9
skipbo.server.SBListener.SBListener(Socket,int),1,1,1
skipbo.server.SBListener.analyze(String[]),2,5,12
skipbo.server.SBListener.getGameLobby(),1,1,1
skipbo.server.SBListener.getPW(),1,1,1
skipbo.server.SBListener.run(),1,3,3
skipbo.server.SBListener.stopRunning(),1,1,1
skipbo.server.SBLobby.SBLobby(),1,1,1
skipbo.server.SBLobby.addGame(Game),1,1,1
skipbo.server.SBLobby.addPlayer(Player),1,1,1
skipbo.server.SBLobby.getGames(),1,1,1
skipbo.server.SBLobby.getPlayer(int),1,1,1
skipbo.server.SBLobby.getPlayerByName(String),3,2,3
skipbo.server.SBLobby.getPlayerLobby(),1,1,1
skipbo.server.SBLobby.getSBL(int),1,1,1
skipbo.server.SBLobby.getSize(),1,1,1
skipbo.server.SBLobby.nameIsTaken(String),2,1,2
skipbo.server.SBLobby.nameIsValid(String),4,3,5
skipbo.server.SBLobby.removePlayer(Player),1,1,1
skipbo.server.SBServer.SBServer(int),1,1,1
skipbo.server.SBServer.getGamesList(),1,7,7
skipbo.server.SBServer.getLobby(),1,1,1
skipbo.server.SBServer.getPlayerNotIngameList(),1,4,4
skipbo.server.SBServer.getWholePlayerList(),1,2,2
skipbo.server.SBServer.login(ServerSocket),1,1,1
skipbo.server.SBServer.run(),1,4,4

Class,OCavg,WMC
skipbo.client.ChatGraphic,1.17,14

skipbo.client.GameGraphic,1.00,5
skipbo.client.NotACommandException,1.00,2
skipbo.client.SBClient,1.50,3
skipbo.client.SBClientListener,3.44,31
skipbo.client.SBServerListener,2.50,15
skipbo.client.WindowHandler,1.00,8
skipbo.dmi.dbis.cs108.example.gui.swing.SwingGUI,1.00,2
skipbo.game.Card,1.00,2
skipbo.game.CardColor,n/a,0
skipbo.game.CardOperation,n/a,0
skipbo.game.Game,3.28,59
skipbo.game.Pile,2.38,19
skipbo.game.Player,1.00,13
skipbo.game.PlayerMaster,2.67,8
skipbo.game.Status,n/a,0
skipbo.server.Main,4.00,4
skipbo.server.NameTakenException,1.50,3
skipbo.server.NoCommandException,1.00,2
skipbo.server.Protocol,n/a,0
skipbo.server.ProtocolExecutor,4.69,61
skipbo.server.SBListener,2.50,15
skipbo.server.SBLobby,1.50,18
skipbo.server.SBServer,2.57,18
skipbo.server.ServerResponse,n/a,0

Package,v(G)avg,v(G)tot
skipbo.client,1.98,87
skipbo.dmi.dbis.cs108.example.gui.swing,1.00,2
skipbo.game,2.41,106
skipbo.server,3.21,138

Module,v(G)avg,v(G)tot
skipbo.main,2.50,333

Project,v(G)avg,v(G)tot
project,2.50,333