Tac-Com Week 9 Mertic Data

This week:

Lines of code – 299 for project, 692 for test

Cyclomatic complexity – 120 for project (7 for CharAbility, 53 for Character,14 for CharClass, 14 for Effect, 3 for Environments, 18 for GameBoard, 5 for Item, 6 for GameUI), 212 for test

Class coupling – 18 for project, 12 for test

Maintainability Index – 81 for project, 76 for tests

Depth of Inheritance – 2 for project, 1 for test

% of tests passed – 100%

% of methods, classes, and tests with description comment – (15+7+7)/(15+7+7+5+5+32+3) = 39.2%

Previous week:

Lines of code – 270 for project, 327 for test

Cyclomatic complexity – 119 for project, 114 for test

Class coupling – 17 for project, 11 for test

Maintainability Index – 83 for project, 79 for tests

Depth of Inheritance – 2 for project, 1 for test

% of tests passed – 99% (1 is ignored)

% of methods, classes, and tests with description comment – 0

Change in Metrics:

Lines of Code – +19 for project and +365 for tests

Cyclomatic complexity -

Class coupling – +1 for project and +1 for test

Maintainability Index – -2 for project and -3 for tests

Depth of Inheritance – +0 for project and +0 for tests

% of tests passed – + 1%

% of methods, classes, and tests with description comment - +39.2%