Checkstyle and Spotbugs:

CheckStyle Audit

Designed for use with CheckStyle and Ant.

Summary

Files	Errors
17	4

Files

Name	Errors
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\ConsumableFactory.java	1
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\EnemyFactory.java	1
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\EquipmentFactory.java	1
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Main.java	1
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Armor.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Character.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Combatant.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\CombatantModifier.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Consumable.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Dungeon.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Enemy.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Entity.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Equipment.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Glowstone.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Potion.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Scroll.java	0
C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Weapon.java	0

File C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Armor.java

Error Description	Line

Back to top

File C:\Users\Kevin\Desktop\316Assignment5\ser316-spring2022-B-rpg\src\main\java\Character.java

Error Description	Line

Metrics

685 lines of code analyzed, in 17 classes, in 1 packages.

Metric	Total	Density*
High Priority Warnings		0.00
Medium Priority Warnings	3	4.38
Total Warnings	**3**	**4.38**

(* Defects per Thousand lines of non-commenting source statements)

Contents

- Dodgy code Warnings
- Details

Summary

Warning Type	Number
Dodgy code Warnings	3
Total	**3**

Warnings

Click on a warning row to see full context information.

Dodgy code Warnings

Code	Warning
SF	Switch statement found in main.java.ConsumableFactory.createConsumable() where default case is missing
SF	Switch statement found in main.java.EnemyFactory.createEnemy() where default case is missing
SF	Switch statement found in main.java.EquipmentFactory.createEquipment() where default case is missing

The 3 errors/bugs present, ignoring Main, are all from switch statements missing default cases. I left these as they are because each switch statement is only for randomly selecting the type of object that each factory will construct. I did not see a reason to edit them because they are effectively selecting between enums.

JUnit and Jacoco: