Troilus: Code Coverage Data

The data is as follows:

Date	controller	main	model	view	Total src	Failures	Notes
4/22/2016	0.00%	0.00%	75.00%	0.00%	?	?	
4/25/2016	0.00%	0.00%	79.60%	0.00%	19.00%	1: Board.getPiece()	
4/26/2016	0.00%	0.00%	39.00%	0.00%	8.70%	None!	PieceFactory is the bulk of model
4/27/2016 - 2:08 PM	23.70%	0.00%	81.70%	46.50%	47.20%	None!	^
4/27/2016	10.80%	0.00%	81.50%	46.80%	43.50%	Puzzle level move doesn't yet check movesLeft	
4/28/2016 - 11:40 AM	38.50%	0.00%	80.40%	46.00%	52.00%	None	Added Piece.getAllSquares() - untested
4/28/2016	37.10%	0.00%	80.10%	46.00%	51.40%	None!	^
4/29/2016	74.10%	0.00%	81.80%	92.40%	83.10%	None!	
4/30/2016	74.10%	0.00%	81.80%	92.40%	83.10%		
5/1/2016	71.60%	0.00%	83.00%	92.60%	82.40%	None	
5/2/2016	61.70%	0.00%	83.00%	92.80%	78.00%	testHintToggle()	
5/3/2016 11:00	69.60%	0.00%	83.00%	92.70%	81.30%	None!	
5/3/2016 4:00	69.50%	0.00%	97.70%	92.10%	84.30%	None!	Some test cases are stubs

The graph of the above data is below: