

Test Coverage

All percentages indicate line coverage. All percentages are found by hand, so minor mistakes may be found.

Class name:	Total coverage:	Method name:	Method coverage:	Covered by:	Notes:
AvatarLeapController		Start			
		MapBones			
		checkLeap			
		UpdateAvatar			
		OnAnimatorIK			
BoxHand		HandModelType			
		Reorientation			
		InitHand			
		UpdateHand			
BoxHandDrop		Awake			
		HandFinish			
		HandReset			
		NonLinearInterpolation			
		LerpToStart			
		LerpBack			
DetectCollision	100%			DetectCollisionTest	
		Collided	100%	ExitBooleanTest, CollidedBooleanTest	
		Object	100%	ExitObjectTest, CollidedObjectTest	
		OnCollisionEnter	100%	CollidedBooleanTest, CollidedObjectTest	
		OnCollisionExit	100%	ExitBooleanTest, ExitObjectTest	
		CollisionEnterSimulator	100%	CollidedBooleanTest, CollidedObjectTest	Simply calls private method OnCollisionEnter
		CollisionExitSimulator	100%	ExitBooleanTest, ExitObjectTest	Simply calls private method OnCollisionExit
FingerTipCollider		Start			
		AddCollider			
		AddRigidbody			
		AddCollisionDetection			
		InitializeFingerCollider			
		GetNextBone			
		Initialize			
FixedJointGrab	±50%			FixedJointGrabTest	
		GrabbedObject	100%	onPinchNoGrabbableItemTest, onPinchGrabbableItemTest	
		Initialize	100%	FixedJointGrabTest	Data set here is used throughout all tests
		GetHandModel	100%	FixedJointGrabTest	Used in Initialize()
		OnPinch	100%	onPinchNoGrabbableItemTest, onPinchGrabbableItemTest	
		OnRelease	100%	onReleasePinchingTest, onReleaseNoGrabbableItemTest, onReleaseGrabbableItemTest	
		RecognizeGesture	0%		
		Hold	100%	holdPinchingTest, holdNoGrabbableItemTest, holdGrabbableItemNoFixedJointTest	
		UpdateGrab	0%		
		Start	0%		Does only invoke Initialize(), easy to write a test for this?
		Update	0%		

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		DetectGrab	0%		
		DetectPinch	0%		
		OnDrawGizmos	0%		This method draws debugging info on the developers screen. It is not useful to test, and not possible as it is all visual.
FixedJointManusGrab					
		RecognizeGesture	0%		
		DetectGrab	0%		
		OnDrawGizmos	0%		
GrabBehaviour	Abstract Class	-	-	-	-
headCam	100%			HeadCamTest	
		Start	100%	StartTest	
		Update	100%	UpdateTest, UpdateWithNullTest	
HighlightObject					
		DetectObject			
		Clear			
		FindNearest			
		Check			
		Highlight			
		Update			
IKJoint	100%			IKJointTest	
		IKJoint	100%	NameTest, DistanceTest, ParentTest, ConstructJointTest	
		Joint	100%	SetJointTest	
		JointLength	100%	SetLengthTest	
IKScript	89%			IKTestScript	
		Start	100%	IKTestScript	Data set here is used throughout all tests
		Update	100%	IKTestScript	Data set here is used throughout all tests
		AngleSigned	100%	IKTestScript	Used from start/update method, and thus tested throughout all tests
		OnDrawGizmos	0%		This method draws debugging info on the developers screen. It is not useful to test, and not possible as it is all visual.
		PointChainRoot	100%	IKTestScript	Used from start/update method, and thus tested throughout all tests
		ResetChildRotations	100%	IKTestScript	Used from start/update method, and thus tested throughout all tests
		BuildChain	100%	IKTestScript	Used from start/update method, and thus tested throughout all tests
		UpdatePolePositions	100%	IKTestScript	Used from start/update method, and thus tested throughout all tests
		ConstrainJoints	100%	IKTestScript	Used from start/update method, and thus tested throughout all tests
		Constrain	100%	IKTestScript	Used from start/update method, and thus tested throughout all tests
		SolveIK	100%	IKTestScript	Used from start/update method, and thus tested throughout all tests
		UpdateJoint	100%	IKTestScript	Used from start/update method, and thus tested throughout all tests
KinectHandDrop					
		Awake			
		HandFinish			
		HandReset			
		Update			
ManusVibrate	90%			ManusVibrateTest	
		VibrateFor	-	-	Testing methods that use a coroutine gives a NullPointerExpection in System code
		VibrateForCoroutine	100%	VibrateForTest	All this method does is call a coroutine. All of the coroutines code is tested.
		ShortVibration	-	-	Testing methods that use a coroutine gives a NullPointerExpection in System code
		DoubleShortVibration	-	-	All this method does is call a coroutine. All of the coroutines code is tested.

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		DoubleShortVibrationCoroutine	100%	DoubleShortVibrationTest	
		VibrateOn	100%	OnTest	
		VibrateOff	100%	OffTest	
ModePicker	100%			ModePickerTest	
		Start	100%	ModePickerTest	Just invokes Update
		Update	100%	ModePickerTest	
ToggleRenderer	100%			ToggleRendererTest	
		Start		StartTest	
		EnableRenderer		ToggleRendererTest	
SpawnObjects.CloneObjects	100%			SpawnObjectsTest	
		FillShelf	100%	FillShelfTest, FillNoLayerShelfTest	
		FillLayer	100%	FillLayerTest	
		SpawnObject	100%	findObjectTest, findObjectFailingTest	
		Start	100%	BooleansTrueTest	
SpawnObjects.ShelfData	100%			ShelfDataTest	
		ShelfData	100%	ShelfDataTest	
		getObjectType	100%	getObjectTypeTest	
		getStartPos	100%	getStartPosTest	
		getDistanceBetween	100%	getDistanceBetweenTest	
		getHeightDistance	100%	getHeightDistanceTest	
		getRotation	100%	getRotationTest	
		getShelves	100%	getShelvesTest	
		getWidth	100%	getWidthTest	
		setObjectType	100%	setObjectTypeTest	
		setStartPos	100%	setStartPosTest	
		setDistanceBetween	100%	setDistanceBetweenTest	
		setHeightDistance	100%	setHeightDistanceTest	
		setRotation	100%	setRotationTest	
		setShelves	100%	setShelvesTest	
		setWidth	100%	setWidthTest	
KeyBoardController					Will not be tested, as this class uses keyboard input that cannot be simulated.
		Update	0%		Will not be tested, as this method uses keyboard input that cannot be simulated.