Test Coverage

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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%	CollidedBooleanTest, ExitObjectTest	
		CollisionEnterSimulator	100%	CollidedBooleanTest, CollidedObjectTest	Simply calls private method OnCollisionEnter
		CollisionExitSimulator	100%	ExitBooleanTest, ExitObjectTest	Simply calls private method OnCollisionExit
FingerTipCollider	100%				
		Start	100%	StartFingersTest, StartThumbTest	Just invokes Initialize
		AddCollider	100%	AddColliderTest	
		AddRigidbody	100%	AddRigidbodyTest	
		AddCollisionDetection	100%	AddCollisionDetectionTest	
		InitializeFingerCollider	100%	StartFingersTest, StartThumbTest	
		GetNextBone	100%	StartFingersTest, StartThumbTest	
		Initialize	100%	StartFingersTest, StartThumbTest	
FixedJointGrab	±50%			FixedJointGrabTest	
		GrabbedObject	100%	onPinchNoGrabbableItemTest, onPinchGrabbableItemTest	
		Initialize	100%	FixedJointGrabTest	Data set here is used thoughout all tests
		GetHandModel	100%	FixedJointGrabTest	Used in Initialize()
		OnPinch	100%	onPinchNoGrabbableItemTest, onPinchGrabbableItemTest	
		OnRelease	100%	onReleasePinchingTest, onReleaseNoGrabbableTest, 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%		
		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 thoughout all tests
		Update	100%	IKTestScript	Data set here is used thoughout 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	100%				
		Awake	100%		
		HandFinish	100%		
		HandReset	100%		
		PublicAwake	100%		Public accessor, simply calls Awake
		PublicHandFinish	100%		Public accessor, simply calls HandFinish
		PublicHandReset	100%		Public accessor, simply calls HandReset
		Update	100%		
ManusVibrate	90%			ManusVibrateTest	

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		VibrateFor	-	-	Testing methods that use a coroutine gives a NullPointerException in System code	All this method does is call a coroutine. All of the coroutines code is tested.
		VibrateForCoroutine	100%	VibrateForTest		
		ShortVibration	-	-	Testing methods that use a coroutine gives a NullPointerException in System code	All this method does is call a coroutine. All of the coroutines code is tested.
		DoubleShortVibration	-	-	Testing methods that use a coroutine gives a NullPointerException in System code	All this method does is call a coroutine. All of the coroutines code is tested.
		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	0%				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.	

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