

# 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		Collided			
		Object			
		OnCollisionEnter			
		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%		
		DetectGrab	0%		
		DetectPinch	0%		
		OnDrawGizmos	0%		

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FixedJointManusGrab					
		RecognizeGesture	0%		
		DetectGrab	0%		
		OnDrawGizmos	0%		
GrabBehaviour	Abstract Class	-	-	-	-
headCam		Start			
		Update			
HighlightObject					
		DetectObject			
		Clear			
		FindNearest			
		Check			
		Highlight			
		Update			
IKJoint	100%			IKJointTest	
		IKJoint	100%	NameTest, DistanceTest, ParentTest, ConstructJointTest	
		Joint	100%	SetJointTest	
		Joint.Length	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 NullPointerExcepion 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 NullPointerExcepion 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 NullPointerExcepion 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					

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		Start			Just invokes Update
		Update			
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.