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 thoughout 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%		
FixedJointManusGrab					
		RecognizeGesture	0%		
		DetectGrab	0%		
		OnDrawGizmos	0%		
GrabBehaviour	Abstract Class	-	-	-	-
headCam		Start			
		Update			
HighlightObject					
		DetectObject			
		Clear			
		FindNearest			
		Check			
		Highlight			
		Update			
IKJoint					
		IKJoint			
		Joint			
		JointLength			
IKScript				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%		
		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					
		Update			
		VibrateFor			

		VibrateForCoroutine				
		ShortVibration				
		DoubleShortVibration				
		DoubleShortVibrationCoroutine				
		VibrateOn				
		VibrateOff				
ModePicker						
		Start			Just invokes Update	
		Update				
ToggleRenderer						
		Start				
		EnableRenderer				
		Update				
SpawnObjects.CloneObject	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		