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%			

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:	
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	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 useless 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 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						
		Start			Just invokes Update	

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:
		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.