

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% | | | Fixed.JointGrab Test | |
| | | GrabbedObject | 100% | onPinchNoGrabbableItemTest, onPinchGrabbableItemTest | |

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| | | 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% | | |
| 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 | |

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| | | 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% | | |
| | | 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 | | | |

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| 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 | |