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				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			

Class	Type	Method	Coverage	Test	Notes				
		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					
		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							
		ShelfData					
		getObjectType					
		getStartPos					
		getDistanceBetween					
		getHeightDistance					
		getRotation					
		getShelves					
		getWidth					
		setObjectType					
		setStartPos					
		setDistanceBetween					
		setHeightDistance					
		setRotation					
		setShelves					
		setWidth					