Test Coverage																	
All percentages indicate line coverage. All percentages are found by hand, so minor mistakes may be found.	1																
mistakes may be found.																	
Class name:	Total coverage:	Method name:	Method coverage	: Covered by:	Notes:												
Avaialceapconiolei	•	Start	+											++			
		MapBones															
		checkLeap															
		UpdateAvatar OnAnimatorIK	_										_				
BoxHand	•																
		HandModelType Reorientation	-										_				
		InitHand															
		UpdateHand															
RoyHandOmp			_									_		-			
	_	Awake															
		HandFinish															
		HandReset NonLinearInterpolation	-										-				
		LerpToStart											_				
		LerpBack															
DetectCollinion	100%		-	DetectCollisionTest				 			_	_	-	+			
DECOMBOI		Collided		ExitBooleanTest,CollidedBooleanTest													
		Object	100%	ExitObjectTest, CollidedObjectTest													
		OnCollisionEnter	100%	CollidedBooleanTest, CollidedObjectTest													
		OnCollisionExit	100%	ExitBooleanTest, ExitObjectTest													
		CollisionEnterSimulator		CollidedBooleanTest, CollidedObjectTest	Simply calls private method OnCollisionEnter												
		CollisionExitSimulator	100%	ExitBooleanTest, ExitObjectTest	Simply calls private method OnCollisionExit												
FingerTipCollider	100%		+					-	-					++			-
		Start	100%	StartFingersTest, StartThumbTest	Just invokes Initialize												
		AddCollider	100%	AddColliderTest										$\perp$			
	_	AddRigidbody AddCollisionDetection	100%	AddRigidbodyTest AddCollisionDetectionTest				-	-	 			_	+	-		$\rightarrow$
		InitializeFingerCollider	100%	StartFingersTest, StartThumbTest													
		GetNextBone	100%	StartFingersTest, StartThumbTest													
	-	Initialize	100%	StartFingersTest, StartThumbTest										+			
FixedJointGrab	±50%			FixedJointGrabTest										-			
		GrabbedObject	100%	onPinchNoGrabbableItemTest, onPinchGrabbableItemTest													
		Initialize	100%	FixedJointGrabTest	Data set here is used thoughout all tests												
		GetHandModel		FixedJointGrabTest	Used in Initialize()												
		OnPinch	100%	onPinchNoGrabbableItemTest, onPinchGrabbableItemTest													
				onReleasePinchingTest, onReleaseNoGrabbableItemTest, onReleaseGrabbableItemTest													
		OnRelease RecognizeGesture	100%	onReleaseGrabbableItemTest									_				
		recognizeoesiare		holdPinchingTest, holdNoGrabbableItemTest, holdGrabbableItemNoFixedJointTest													
		Hold	100%	holdNoGrabbableItemTest, holdGrabbableItemNoFixedJointTest													
		UpdateGrab	0%														
		Start Update	0%		Does only invoke Initialize(), easy to write a test for this?									-			
		DetectGrab	0%	i l													
		DetectPinch	0%	i .													
		OnDrawGizmos	0%	i .	This method draws debugging info on the developers screen. It is not useful to test, and not possible as it is all visual.												
Fixed InintManusGrah			_											-			
		RecognizeGesture	0%														
		DetectGrab	0%														
		OnDrawGizmos	0%										_				
GrabBehaviour	Abstract Class	-															
	100%			HeadCamTest				_						-			
TE BOOM II		Start		StartTest													
		Update	100%	UpdateTest, UpdateWithNullTest													
HighlightObject			_	-					-				_	+	-	-	-
		DetectObject															
		Clear															
	+	FindNearest Check	_						-				_	+			
		Highlight															
		Update															
IKJoint .	100%		+	IKJointTest									_	++	-	_	
		IKJoint	4000	NameTest, DistanceTest, ParentTest, ConstructJointTest													
		Joint	100%	SetJointTest													
		JointLength	100%	SetLengthTest													
M/Corint	89%			IKTestScript			1							$\overline{}$			$\overline{}$
	899	Start	100%	IKTestScript	Data set here is used thoughout all tests								_	_			
		Update	100%	IKTestScript	Data set here is used thoughout all tests												
	-	AngleSigned		IKTestScript	Used from start/update method, and thus tested throughout all tests	This method draws debugging info on the developers screen. It is not useful to	1						-	+			
		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 ResetChildRotations		i IKTestScript	Used from start/update method, and thus tested throughout all tests  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		IKTestScript	Used from start/update method, and thus tested throughout all tests												
		ConstrainJoints Constrain			Used from start/update method, and thus tested throughout all tests Used from start/update method, and thus tested throughout all tests				-				-	+	-		
		SolvelK	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	Y-4									+			
		VibrateFor			System code strat use a coroutine gives a NullPointerException in	All this method does is call a coroutine. All of the coroutines code is tested.											
		VibrateForCoroutine	100%	VibrateForTest													

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mistakes may be found.  Class name: Tota	otal coverage: N	Method name:	Method coverage: Covered by:	Notes:									
		ShortVibration		Testing methods that use a coroutine gives a NullPointerException in	All this method does is call a coroutine. All of the coroutines code is tested.								
				Testing methods that use a coroutine gives a NullPointerException in	All this method does is call a coroutine. All of the coroutines code is tested.								-
		DoubleShortVibration DoubleShortVibrationCoroutin		System code	All this method does is call a coroutine. All of the coroutines code is tested.								-
			100% DoubleShortVibrationTest 100% OnTest										
	V	VibrateOn VibrateOff	100% Offest										-
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ModePicker	100%	Start	ModePickerTest 100% ModePickerTest	Just invokes Update									$\rightarrow$
		Update	100% ModePickerTest	ous irroves opusie									
													$\equiv$
ToggleRenderer	100%	Start	ToggleRendererTest StartTest										$\rightarrow$
	E	EnableRenderer	ToggleRendererTest										
Carrier Objects Objects	4008/		SpawnObjectsTest										$\rightarrow$
Spann Roujeus. Confeccijeus	100%	FillShelf	100% FillShelfTest, FillNoLayerShelfTest										-
	F	FillLayer	100% FillLayerTest										
	8	SpawnObject Start	100% findObjectTest, findObjectFailingTest 100% BooleansTrueTest										
		Stallt											$\rightarrow$
SpawnObjects.ShelfData	100%		ShelfDataTest										
	8	ShelfData getObjectType	100% ShelfDataTest 100% getObjectTypeTest										$\rightarrow$
	9	getStartPos	100% getStartPosTest										
	9	getDistanceBetween	100% getDistanceBetweenTest										
	9	getHeightDistance getRotation	100% getHeightDistanceTest 100% getRotationTest			-						-	-
	9	getShelves	100% getShelvesTest										
	9	getWidth	100% getWidthTest									 	 $ \mp$
	5	setObjectType setStartPos	100% setObjectTypeTest 100% setStartPosTest			1							-+
	s	setDistanceBetween	100% setDistanceBetweenTest										
	5	setHeightDistance	100% setHeightDistanceTest 100% setRotationTest										$\rightarrow$
		setRotation setShelves	100% setShelvesTest										$\rightarrow$
		setWidth	100% setWidthTest										
	_			Will not be tested as this class uses keuboard input that cannot be									 $\rightarrow$
KeyBoardController	0%			Will not be tested, as this class uses keyboard input that cannot be simulated.									
	U	Update	0%	Will not be tested, as this method uses keyboard input that cannot be simulated.									
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