




























[Adrenaline](#) > [src](#) > [main/java/it/polimi/deib/se2019/sanp4/adrenaline](#) > [model](#) > [board](#)  to select files   to navigate

	Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
 board	785	0	0	1	97.3%	1.1%
  AdjacentMap.java	34	0	0	0	100%	0.0%
  AmmoSquare.java	75	0	0	0	100%	0.0%
  Board.java	179	0	0	0	99.4%	0.0%
  BoardCreator.java	123	0	0	0	92.6%	0.0%
  CardinalDirection.java	24	0	0	0	90.0%	0.0%
  CoordPair.java	32	0	0	0	96.0%	0.0%
  Room.java	41	0	0	0	96.4%	0.0%
  RoomColor.java	30	0	0	1	100%	30.5%
  SpawnSquare.java	85	0	0	0	100%	0.0%
  Square.java	77	0	0	0	100%	0.0%
  SquareConnection.java	21	0	0	0	100%	0.0%
  SquareConnectionType.java	24	0	0	0	100%	0.0%
  SquareVisitor.java	5	0	0	0		0.0%