
































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

		Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
	updates	428	0	0	0	67.8%	0.0%
	 ActionCardUpdate.java	28	0	0	0	100%	0.0%
	 DrawnPowerupUpdate.java	33	0	0	0	100%	0.0%
	 DrawnWeaponUpdate.java	33	0	0	0	100%	0.0%
	 InitialUpdate.java	69	0	0	0	46.4%	0.0%
	 LeaderboardUpdate.java	19	0	0	0	66.7%	0.0%
	 LobbyUpdate.java	26	0	0	0	81.8%	0.0%
	 MatchOperationalStateUpdate.java	24	0	0	0	75.0%	0.0%
	 MatchUpdate.java	25	0	0	0	75.0%	0.0%
	 ModelUpdate.java	25	0	0	0	66.7%	0.0%
	 ModelUpdateVisitor.java	16	0	0	0		0.0%
	 PlayerBoardUpdate.java	33	0	0	0	66.7%	0.0%
	 PlayerTurnUpdate.java	24	0	0	0	50.0%	0.0%
	 PlayerUpdate.java	25	0	0	0	50.0%	0.0%
	 SquareUpdate.java	24	0	0	0	50.0%	0.0%
	 WeaponCardUpdate.java	24	0	0	0	37.5%	0.0%