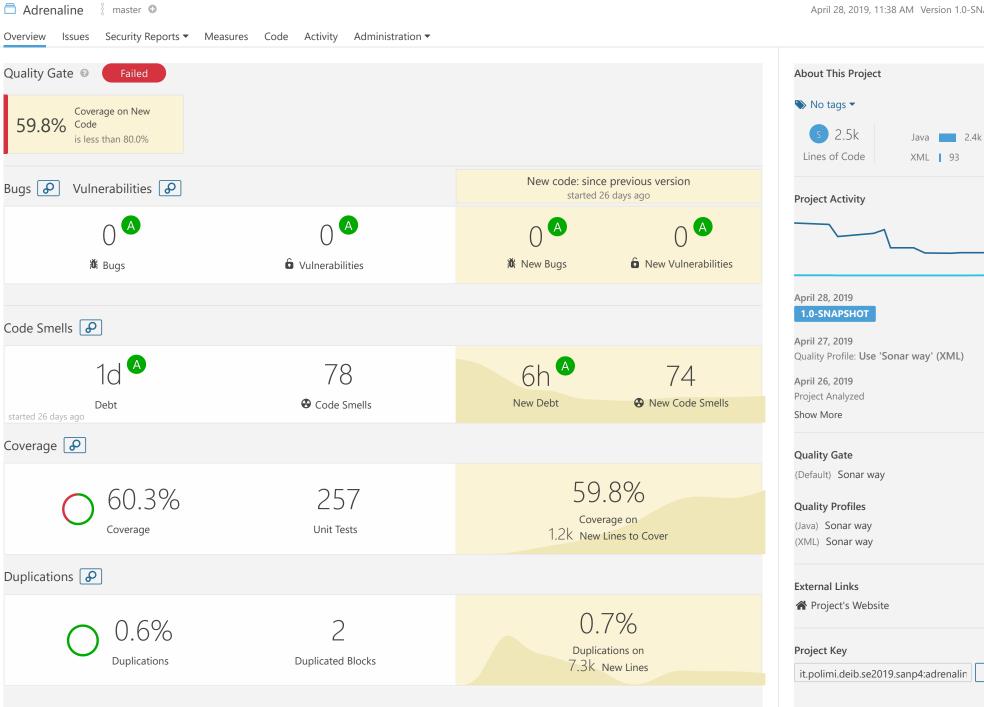
★ 🟠



master 🖸



arch for files
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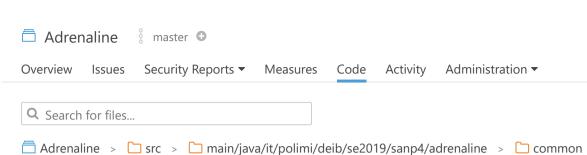
Adrenaline > c src > main/java/it/polimi/deib/se2019/sanp4/adrenaline

	1		to select files	$\left[\leftarrow\right]$	$\rightarrow$	to navigate
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	Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
main/java/it/polimi/deib/se2019/sanp4/adrena	2,432	0	0	62	60.3%	1.0%
□ common	55	0	0	0	42.9%	0.0%
Controller	494	0	0	32	29.1%	0.0%
□ model	1,758	0	0	21	67.1%	1.4%
utils utils	79	0	0	1	100%	0.0%
□ view	46	0	0	8	0.0%	0.0%

5 of 5 shown

**★** ŵ



Adrena	lline > 🗀 src > 🗀 main/java/it/poli	mi/deib/se2019/sanp4/adrenal	ine > 🗀 commo	on	1	to select files	← → to navigate
		Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
	□ common	55	0	0	0	42.9%	0.0%
	c exceptions	31	0	0	0	75.0%	0.0%
#	Observable.java	19	0	0	0	0.0%	0.0%
#	Observer.java	5	0	0	0		0.0%

3 of 3 shown





Adrenaline master •

Overview	Issues Security Reports ▼ Measures Co	ode Activity Administrat	ion <del>▼</del>				<b>★</b> ŵ
Overview         Issues         Security Reports ▼ Measures         Code Activity         Administration ▼           Q Search for files         Image: Search for files							
		Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
	c exceptions	31	0	0	0	75.0%	0.0%
#	CardNotFoundException.java	9	0	0	0	100%	0.0%
#	FullCapacityException.java	11	0	0	0	75.0%	0.0%
#	■ NotEnoughAmmoException.java	6	0	0	0	100%	0.0%
Ŧ	PlayerNotFoundException.java	5	0	0	0	0.0%	0.0%

Overview Issues Security Reports ▼ Measures Code Activity Administration ▼

**★** 슚

Q Search for files...

Adrenaline > src > main/java/it/polimi/deib/se2019/sanp4/adrenaline > controller

1	1	to select files	←	$\rightarrow$	to navigate
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	Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
□ controller	494	0	0	32	29.1%	0.0%
events	26	0	0	0	0.0%	0.0%
□ weapon	33	0	0	0	100%	0.09
ActionController.java	4	0	0	1	0.0%	0.09
CallbackInterface.java	4	0	0	0		0.09
ChoiceHandler.java	5	0	0	0		0.09
Controller.java	60	0	0	6	0.0%	0.09
ControllerDelegate.java	5	0	0	0		0.09
EventHandler.java	10	0	0	1	0.0%	0.09
GameTimer.java	51	0	0	1	100%	0.09
GrabActionController.java	9	0	0	2	0.0%	0.09
GrabHandler.java	6	0	0	3	0.0%	0.09
MatchController.java	88	0	0	4	0.0%	0.09
MoveActionController.java	9	0	0	2	0.0%	0.09



Overview	Issues	Security Reports ▼	Measures	Code	Activity	Administrat	ion ▼	<u>.</u>			<b>*</b> û
4	Rel	oadActionController.ja	va			9	0	0	2	0.0%	0.0%
平	Rel	oad Handler. java				6	0	0	2	0.0%	0.0%
#	Rec	quest.java				37	0	0	0	100%	0.0%
平	Rec	questContext.java				18	0	0	0	100%	0.0%
#	Scc	oreManager.java				8	0	0	1	0.0%	0.0%
#	Sho	ootActionController.jav	'a			9	0	0	2	0.0%	0.0%
#	Sho	oot Handler. java				6	0	0	3	0.0%	0.0%
#	Sta	ndardScoreManager.ja	ıva			84	0	0	0	0.0%	0.0%

22 of 22 shown

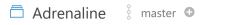


Q Search for files			
Adrenaline > src > main/java/it/polin	ni/deib/se2019/sanp4/adrenaline > Controller	↑ ↓ to select files	← → to navigate

		Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
	events	26	0	0	0	0.0%	0.0%
Į.	ChoiceEvent.java	7	0	0	0	0.0%	0.0%
Ŧ Ŧ	Event.java	7	0	0	0	0.0%	0.0%
<b>#</b>	GrabEvent.java	3	0	0	0	0.0%	0.0%
#	MoveEvent.java	3	0	0	0	0.0%	0.0%
<b>#</b>	ReloadEvent.java	3	0	0	0	0.0%	0.0%
#	ShootEvent.java	3	0	0	0	0.0%	0.0%



1 of 1 shown





Q Search for files			
Adrenaline >	i/deib/se2019/sanp4/adrenaline >	$\uparrow$ $\downarrow$ to select files $\leftarrow$	→ to navigate

	Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
□ model	1,758	0	0	21	67.1%	1.4%
action	140	0	0	0	97.8%	0.0%
□ board	370	0	0	6	44.8%	0.0%
items	517	0	0	3	97.1%	5.3%
☐ match	241	0	0	9	17.6%	0.0%
Dayer	479	0	0	2	70.4%	0.0%
<b>▼</b> Model.java	11	0	0	1	0.0%	0.0%





Overview	Issues Security Reports ▼ Measures	Code Activity Administra	tion ▼				<b>★</b> û		
Q Search	n for files								
Adrenaline > Commain/java/it/polimi/deib/se2019/sanp4/adrenaline > Commodel >									
		Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications		
	action	140	0	0	0	97.8%	0.0%		
#	ActionCard.java	56	0	0	0	100%	0.0%		
平	ActionCardCreator.java	46	0	0	0	96.3%	0.0%		
#	ActionCardEnum.java	16	0	0	0	100%	0.0%		
#	ActionEnum.java	22	0	0	0	93.8%	0.0%		



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Q Search for files					
☐ Adrenaline > ☐ src > ☐ main/java/it/polim	i/deib/se2019/sanp4/adrenaline > 🗀 model > 🗀 board	1	↓ to select files	$\leftarrow$	→ to navigate

		Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
	□ board	370	0	0	6	44.8%	0.0%
<b>#</b>	AdjacentMap.java	33	0	0	1	42.9%	0.0%
#	AmmoSquare.java	28	0	0	0	94.4%	0.0%
Ŧ	Board.java	84	0	0	4	0.0%	0.0%
#	Cardinal Direction. java	15	0	0	0	88.9%	0.0%
#	CoordPair.java	30	0	0	0	88.0%	0.0%
#	Room.java	35	0	0	0	45.0%	0.0%
#	RoomColor.java	16	0	0	0	90.0%	0.0%
#	SpawnSquare.java	43	0	0	0	96.7%	0.0%
#	Square.java	49	0	0	1	21.9%	0.0%
#	SquareConnection.java	19	0	0	0	92.3%	0.0%
#	SquareConnectionType.java	14	0	0	0	87.5%	0.0%
#	☐ VisibilityEnum.java	4	0	0	0	0.0%	0.0%

Coverage

97.1%

97.1%

93.8%

100%

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**★** ŵ

→ to navigate

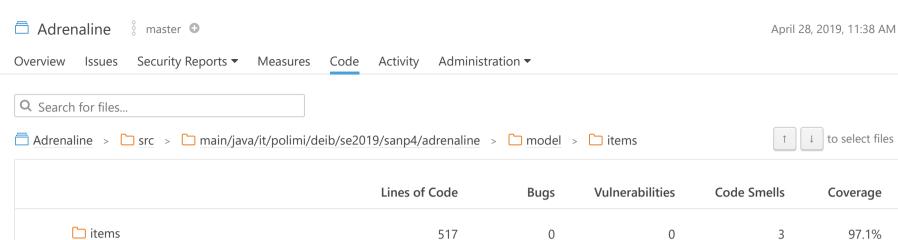
5.3%

0.0%

0.0%

12.9%

**Duplications** 



145

150

222

ammo

powerup

weapons weapons

3 of 3 shown

0

0

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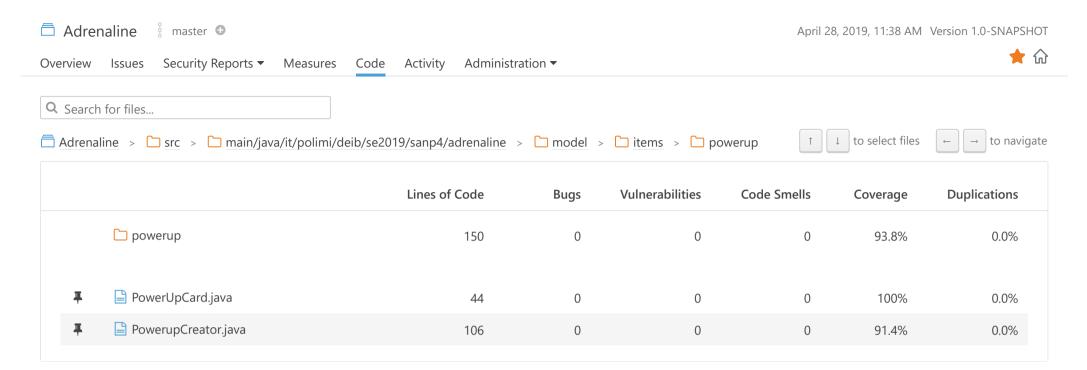
0

0



Overview	Issues Security Reports ▼ Measures Co	ode Activity Administra	tion 🔻				
	ch for files  naline >	se2019/sanp4/adrenaline >	model >	items > 🗀 an	nmo 1	↓ to select files	← → to navigate
		Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
	ammo ammo	145	0	0	1	97.1%	0.0%
#	AmmoCard.java	39	0	0	0	100%	0.0%
#	AmmoCardCreator.java	49	0	0	1	90.6%	0.0%
#	AmmoCube.java	14	0	0	0	100%	0.0%
#	AmmoCubeCost.java	39	0	0	0	100%	0.0%
#	CubeInterface.java	4	0	0	0		0.0%

5 of 5 shown



2 of 2 shown

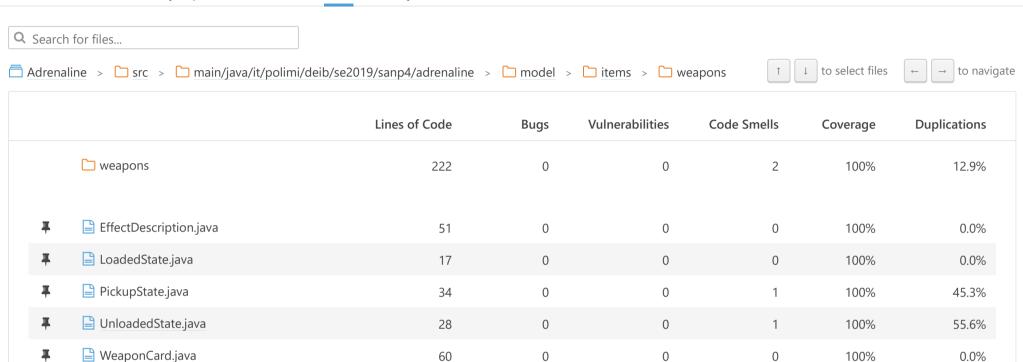
■ WeaponCardState.java

Ŧ

Overview Issues Security Reports ▼ Measures Code Activity Administration ▼



0.0%



0

0

0

100%

32



Ov	reiview	issues security keports + Measures Con	de Activity Administra	11011				
		n for files  sline >	e2019/sanp4/adrenaline >	□ model >	□ match	1	↓ to select files	← → to navigate
			Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
		□ match	241	0	0	9	17.6%	0.0%
	Ŧ	AutoShufflingStack.java	39	0	0	2	100%	0.0%
	<b>#</b>	CardStack.java	5	0	0	0		0.0%
	#	Match.java	127	0	0	7	0.0%	0.0%
	#	PlayerTurn.java	55	0	0	0	0.0%	0.0%
	Ŧ	PlayerTurnState.java	15	0	0	0	0.0%	0.0%

5 of 5 shown



erview	issues	Security Reports *	ivieasures	Code	Activity	Administration *	

	Search for files  Adrenaline > \( \sigma \) \( \sigma \) \( \sigma \) \( \mathreal \) \( \m									
		Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications			
	🗀 player	479	0	0	2	70.4%	0.0%			
Ŧ	FrenzyPlayerBoardState.java	9	0	0	0	0.0%	0.0%			
#	Player.java	244	0	0	0	97.8%	0.0%			
<b>#</b>	PlayerBoard.java	133	0	0	2	8.9%	0.0%			
Ŧ	PlayerBoardState.java	5	0	0	0		0.0%			
<b></b>	PlayerCharacter.java	27	0	0	0	100%	0.0%			
<b>#</b>	PlayerException.java	6	0	0	0	0.0%	0.0%			
<b></b>	PlayerState.java	17	0	0	0	77.8%	0.0%			
平	Regular Player Board State. java	9	0	0	0	66.7%	0.0%			
<b></b>	ScoresIterator.java	29	0	0	0	90.5%	0.0%			



1 of 1 shown



↑ CO

Q Search for files		
Adrenaline > src > main/java/it/polimi	/deib/se2019/sanp4/adrenaline > 🗀 view	$\uparrow$ $\downarrow$ to select files $\leftarrow$ $\rightarrow$ to navigate

		Lines of Code	Bugs	Vulnerabilities	Code Smells	Coverage	Duplications
	□ view	46	0	0	8	0.0%	0.0%
#	CLIRenderer.java	3	0	0	0	0.0%	0.0%
#	ComponentView.java	3	0	0	2	0.0%	0.0%
Ŧ	GUIRenderer.java	3	0	0	0	0.0%	0.0%
Ŧ	MessageType.java	14	0	0	0	0.0%	0.0%
Ŧ	UIRenderer.java	3	0	0	2	0.0%	0.0%
#	☐ View.java	7	0	0	4	0.0%	0.0%
#	☐ ViewState.java	13	0	0	0	0.0%	0.0%