

Information

Parser:

Cobertura

Assemblies:

1

Classes:

14

Files:

14

Coverage date:

07/02/2025 - 01:52:16

Line coverage

78%

Covered lines:

283

Uncovered lines:

78

Coverable lines:

361

Total lines:

692

Line coverage:

78.3%

Branch coverage

83%

Covered branches:

80

Total branches:

96

Branch coverage:

83.3%

Method coverage

Feature is only available for sponsors

Upgrade to PRO version

Risk Hotspots

Assembly

Filter:

Assembly	Class	Method
GameOfLife.API	GameOfLife.API.Services.GameOfLifeComputeService	CountAliveNeighbors(...)
GameOfLife.API	GameOfLife.API.Services.GameOfLifeService	UploadBoard()

Coverage

Collapse all | Expand all

By assembly

Grouping:

Select coverage types & metrics

Line coverage				
0				
Filter:	Covered	Uncovered	Coverable	Total
GameOfLife.API	283	78	361	692
GameOfLife.API.Configurations.GameOfLifeSettings	4	0	4	10

Line coverage					
	0				
Name	Covered	Uncovered	Coverable	Total	
GameOfLife.API.Constants.GameOfLifeComputeConstants	2	0	2	17	
GameOfLife.API.Controllers.GameOfLifeController	9	16	25	55	
GameOfLife.API.DTOs.ApiResponse<T>	12	3	15	26	
GameOfLife.API.DTOs.FinalStateResultDto	1	0	1	4	
GameOfLife.API.DTOs.Result<T>	11	0	11	19	
GameOfLife.API.Extensions.ServiceCollectionExtensions	20	0	20	44	
GameOfLife.API.Extensions.WebApplicationBuilderExtensions	8	0	8	19	
GameOfLife.API.Middlewares.ExceptionMiddleware	11	16	27	49	
GameOfLife.API.Models.GameOfLifeBoard	7	0	7	14	
GameOfLife.API.Program	18	0	18	39	
GameOfLife.API.Repositories.GameOfLifeRepository	11	0	11	28	
GameOfLife.API.Services.GameOfLifeComputeService	80	21	101	175	
GameOfLife.API.Services.GameOfLifeService	89	22	111	193	

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