



Unit Test Coverage

Software Engineering Project

AM10 Group

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Model and Controller Coverage

Package	Class (%)	Methods (%)	Lines (%)
Model	100% (8/ 8)	95,2% (80/ 84)	95,7% (337/ 352)
Controller	100% (2/ 2)	70,3% (26/ 37)	70,5% (148/ 210)



Model Coverage

The 95,7% coverage is due to the lack of test cases for the **ModelMsgContainer** which contains methods to write into XML message during a player turn.

As regards the tests of the individual powers (in **decorator** package), they simulate multiple turns that stimulate individual features.



Model Coverage

Package	Class (%)	Methods (%)	Lines (%)
decorators	100% (13/ 13)	100% (43/ 43)	99,1% (225/ 227)
enum	100% (3/ 3)	62,5% (10/ 16)	66,2% (53/ 80)

Class	Methods (%)	Lines (%)
Board	100% (12/ 12)	100% (29/ 29)
God	83,3% (5/ 6)	91,7% (11/ 12)
GodsFactory	100% (6/ 6)	94,7% (108/ 114)
ModelMsgContainer	71,4% (5/ 7)	89,5% (17/ 19)
Player	94,4% (17/ 18)	93,8% (90/ 96)
PowerDecorator	100% (8/ 8)	100% (12/ 12)
Square	100% (12/ 12)	100% (29/ 29)
Worker	100% (15/ 15)	100% (41/ 41)



Controller Coverage

The 70,5% coverage is due to the lack of test cases for the methods that communicate directly with VirtualView.

For this package the tests are real simulated games that stimulate all borderline cases.



Controller Coverage

Class	Methods (%)	Lines (%)
MatchController	55% (11/ 20)	68,4% (104/ 152)
PlayerController	88,2% (15/ 17)	75,9% (44/ 58)