

| | | Lines of Code | Bugs | Vulnerabilities | Code Smells | Coverage | Duplications |
|---|--|---------------|------|-----------------|-------------|----------|--------------|
| 📁 | src/main/java/it/polimi/se2019/server/model/game | 462 | 0 | 0 | 48 | 83.3% | 4.6% |
| 📄 | Cubes.java | 55 | 0 | 0 | 3 | 100% | 0.0% |
| 📄 | CubesChecker.java | 24 | 0 | 0 | 1 | 68.2% | 0.0% |
| 📄 | Match.java | 144 | 0 | 0 | 26 | 93.4% | 13.6% |
| 📄 | MovementChecker.java | 151 | 0 | 0 | 10 | 100% | 0.0% |
| 📄 | RoomChecker.java | 88 | 0 | 0 | 8 | 43.3% | 0.0% |

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Embedded database should be used for evaluation purpose only

The embedded database will not scale, it will not support upgrading to newer versions of SonarQube, and there is no support for migrating your data out of it into a different database engine.