# **Code Coverage**

(Assignment 1, pt. 2 for 2DV610)

#### Code Coverage 1, 2018-11-16: 98.31%

Hierarchy	Not Covered (Blocks)	Not Covered (% Blocks)	Covered (Blocks)	Covered (% Blocks)
<ul> <li>Taint_DESKTOP-U6DAR6S 2018-11-16 12_47_44.coverage</li> </ul>	6	3.68%	157	96.32%
		1.69%	58	98.31%
▲ {} CSYahtzee		100.00%		0.00%
🕨 🔩 Program		100.00%		0.00%
▲ {} CSYahtzee.model		0.00%	56	100.00%
DiceCup		0.00%	37	100.00%
Þ 🔩 DiceCup.<>c		0.00%	6	100.00%
🕨 🔩 Die		0.00%	13	100.00%
▲ { } CSYahtzee.model.rules		0.00%		100.00%
▷ 🔩 DieFactory		0.00%	2	100.00%

Effectively, the code coverage is 100% due to only the model being implemented so far. Program.cs is not covered which makes up the missing percentage.

## Code Coverage 2, 2018-11-19: 96.81%

Hierarchy	Not Covered (Blocks)	Not Covered (% Blocks)	Covered (Blocks)	Covered (% Blocks)
◆   Taint_DESKTOP-U6DAR6S 2018-11  Taint_DESKTOP-U6DAR6S 2018  Taint_DESKTOP-U6DAR6S 2018	14	4.93%	270	95.07%
	3	3.19%	91	96.81%
↓ ( ) CSYahtzee	1	100.00%	0	0.00%
	1	12.50%	7	87.50%
	1	1.32%	75	98.68%
{ } CSYahtzee.model.rules	0	0.00%	2	100.00%
	0	0.00%	7	100.00%

There are a few blocks missing, but those mainly consist of unimplemented constructors.

## Code Coverage 3, 2018-11-22: 99.17%

lierarchy	Not Covered (Blocks)	Not Covered (% Blocks)	Covered (Blocks)	Covered (% Blocks)
Taint_DESKTOP-U6DAR6S 2018-11	13	2.74%	461	97.26%
	1	0.83%	120	99.17%
	1	100.00%	0	0.00%
	0	0.00%	20	100.00%
▷ { } CSYahtzee.model	0	0.00%	82	100.00%
CSYahtzee.model.rules	0	0.00%	2	100.00%
CSYahtzee.view	0	0.00%	16	100.00%

Lookin' good, slugger.

#### Code Coverage 4, 2018-11-23: 85.52%

Hierarchy		Not Covered (Blocks)	Not Covered (% Blocks)	Covered (Blocks)	Covered (% Blocks)
Taint_l	DESKTOP-U6DAR6S 2018-11	50	7.56%	611	92.44%
✓ 😃 csy	ahtzee.exe	32	14.48%	189	85.52%
▶ {}	CSYahtzee	1	100.00%	0	0.00%
▶ {}	CSYahtzee.controller	0	0.00%	20	100.00%
▶ {}	CSYahtzee.model	3	2.38%	123	97.62%
▶ {}	CSYahtzee.model.rules	2	6.25%	30	93.75%
▶ {}	CSYahtzee.model.rules.calcu	26	100.00%	0	0.00%
▶ {}	CSYahtzee.view	0	/0.00%	16	100.00%

We've added a few new placeholder classes that we haven't had time to test yet.