Our Code Coverage after this week is at 81%

According to my git hub:

Kenney Faulkner: 300 + lines

Gabe Glenn: 150 lines

Jack Petry: 130 lines

Metrics

Our three target metrics were :

* McCabe Cyclomatic complexity
* Method Lines of Code
* Weighted methods per class.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Metric | Total | Mean | Std. Dev. | Maximum | Resource Causing Maximum | Method |
| Number of Overridden Methods | 8 | .4 | 1.53 | 7 | PlayerDeckTest |  |
| Number of Attributes | 79 | 3.95 | 4.832 | 18 | Turn |  |
| Number of Children | 2 | 0.1 | 0.3 | 20 |  |  |
| Number of Classes | 20 | 20 | 0 | 20 |  |  |
| Method Lines of Code | 1702 | 9.562 | 17.239 | 140 | Turn | executeAction |
| Number of Methods | 171 | 8.55 | 6.682 | 24 | TurnTest |  |
| Nested Block Depth |  | 1.281 | 0.662 | 5 | Main | getCenterDeck |
| Depth of Inheritance Tree |  | 1.25 | 0.698 | 4 | Game |  |
| Number of Packages | 1 |  |  |  |  |  |
| Afferent Coupling |  | 0 | 0 | 0 |  |  |
| Number of Interfaces | 1 | 1 | 0 | 1 |  |  |
| McCabe Cyclomatic Complexity |  | 2.152 | 6.049 | 62 | Turn | executeAction |
| Total Lines of Code | 2388 |  |  |  |  |  |
| Instability |  | 1 | 0 | 1 |  |  |
| Number of Parameters |  | .765 | 1.464 | 8 | PlayerDeck | PlayerDeck |
| Lack of Cohesion of Methods |  | 0.384 | 0.363 | 0.9 | Action |  |
| Efferent Coupling |  | 7 | 0 | 7 |  |  |
| Number of Static Methods | 7 | 0.35 | 1.108 | 5 | Main |  |
| Normalized Distance |  | 0.04 | 0 | 0.04 |  |  |
| Abstractness |  | 0.04 | 0 | 0.04 |  |  |
| Specialization Index |  | 0.049 | 0.173 | 0.778 | PlayerDeckTest |  |
| Weighted methods per Class | 334 | 16.7 | 15.815 | 67 | Turn |  |
| Number of Static Attributes | 5 | 0.25 | 0.698 | 3 | Game |  |