

Assignment4 -Report

Measure code coverage

Coverage Percentage = 95.5%

Problems Javadoc Declaration Search Call Hierarchy Coverage				
jpacman-undo (Oct 28, 2016 7:51:47 PM)				
Element	Coverage	Covered Instructio...	Missed Instructions	Total Instructions
▼ jpacman-undo	95.5 %	533	25	558
▼ src/main/java	90.6 %	232	24	256
▼ ca.ubc.jpacman	90.6 %	232	24	256
▼ UndoButton.java	76.9 %	40	12	52
▼ UndoButton	89.5 %	34	4	38
● getPacmanInteractor()	0.0 %	0	4	4
● initialize()	100.0 %	15	0	15
> initializeUndoButton()	100.0 %	16	0	16
▼ UndoInteractions.java	30.0 %	3	7	10
▼ UndoInteractions	30.0 %	3	7	10
● undo()	0.0 %	0	7	7
▼ UndoablePacman.java	86.5 %	32	5	37
▼ UndoablePacman	86.5 %	32	5	37
● main(String[])	0.0 %	0	5	5
● UndoablePacman()	100.0 %	23	0	23
● getGame()	100.0 %	4	0	4
● SetupUndoFactory()	100.0 %	5	0	5
> UndoableGame.java	100.0 %	42	0	42
> UndoDefaultGameFactory.java	100.0 %	14	0	14
> UndoStack.java	100.0 %	101	0	101
▼ src/test/java	99.7 %	301	1	302
▼ ca.ubc.jpacman.accept	99.7 %	301	1	302
> MovePlayerStoryTest.java	99.0 %	99	1	100
> UndoableGameTest.java	100.0 %	27	0	27
> UndoStoryTest.java	100.0 %	175	0	175

1. ca.ubc.jpacman.UndoButton.getPacmanInteractor()
2. ca.ubc.jpacman.UndoInteractions.undo()
3. ca.ubc.jpacman.UndoablePacman.main(String[])

Above three are the methods that were not test.

Consequences:

1. Undo-Button events are might be faulty as they weren't tested
2. Main method may cause troubles.

Refactoring
