Kelompok : Hot Games

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# VERSI 1

# Hasil Pengecekan Kualitas Source Code dengan CheckStyle untuk Versi 1

Starting audit...

Audit done.

# Hasil Pengecekan Kualitas Source Code dengan JUnit untuk Versi 1

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.creatures.PlayerTest

JUnit version 4.12

.Test if Player check key correctly...

.Test if Player returns inventory correctly...

.Test if Player change sightX and sightY correctly...

.Test if Player returns hasKey correctly...

.Test if Player check weapon correctly...

.Test if Player returns hasWeapon correctly...

.Test if Player returns sightX correctly...

.Test if Player returns sightY correctly...

.Test if ghost created correctly

Time: 0.127

OK (9 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.creatures.PlayerControllerTest

JUnit version 4.12

.Test if GhostController created correctly...

.Test if GhostController return PlayerView correctly...

.Test if GhostController return Player correctly...

Time: 0.122

OK (3 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.statics.StaticEntityControllerTest

JUnit version 4.12

..

Time: 0.107

OK (2 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.statics.StaticEntityTest

JUnit version 4.12

...

Time: 0.103

OK (3 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.inventory.InventoryTest

JUnit version 4.12

.......

Time: 0.123

OK (7 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.items.ItemTest

JUnit version 4.12

................

Time: 0.098

OK (16 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.ui.UIimageButtonTest

JUnit version 4.12

.Test if getWidth returns width correctly...

.Test if getX returns x correctly...

.Test if getY returns y correctly...

.Test if setX is correct ...

.Test if setY is correct ...

.Test if setHeight is correct ...

.Test if geHeight returns height correctly...

.Test if setWidth is correct ...

Time: 0.122

OK (8 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.ui.UIimageTest

JUnit version 4.12

.Test if getWidth returns width correctly...

.Test if getX returns x correctly...

.Test if getY returns y correctly...

.Test if setX is correct ...

.Test if setY is correct ...

.Test if setHeight is correct ...

.Test if geHeight returns height correctly...

.Test if setWidth is correct ...

Time: 0.109

OK (8 tests)

# Hasil Pengukuran Metriks dengan JDepend untuk Versi 1

--------------------------------------------------

- Package: ghostgame

--------------------------------------------------

Stats:

Total Classes: 3

Concrete Classes: 3

Abstract Classes: 0

Ca: 12

Ce: 10

A: 0

I: 0.45

D: 0.55

Abstract Classes:

Concrete Classes:

ghostgame.Game

ghostgame.Handler

ghostgame.Launcher

Depends Upon:

ghostgame.display

ghostgame.gfx

ghostgame.input

ghostgame.states

ghostgame.worlds

java.awt

java.awt.image

java.io

java.lang

javax.swing

Used By:

ghostgame.entities

ghostgame.entities.creatures

ghostgame.entities.statics

ghostgame.gfx

ghostgame.inventory

ghostgame.items

ghostgame.states

ghostgame.ui

ghostgame.worlds

ghostgametest.entities.creatures

ghostgametest.entities.statics

ghostgametest.inventory

--------------------------------------------------

- Package: ghostgame.display

--------------------------------------------------

Stats:

Total Classes: 1

Concrete Classes: 1

Abstract Classes: 0

Ca: 1

Ce: 3

A: 0

I: 0.75

D: 0.25

Abstract Classes:

Concrete Classes:

ghostgame.display.Display

Depends Upon:

java.awt

java.lang

javax.swing

Used By:

ghostgame

--------------------------------------------------

- Package: ghostgame.entities

--------------------------------------------------

Stats:

Total Classes: 3

Concrete Classes: 2

Abstract Classes: 1

Ca: 5

Ce: 7

A: 0.33

I: 0.58

D: 0.08

Abstract Classes:

ghostgame.entities.Entity

Concrete Classes:

ghostgame.entities.EntityManager

ghostgame.entities.EntityManager$1

Depends Upon:

ghostgame

ghostgame.entities.creatures

ghostgame.entities.statics

ghostgame.worlds

java.awt

java.lang

java.util

Used By:

ghostgame.entities.creatures

ghostgame.entities.statics

ghostgame.gfx

ghostgame.items

ghostgame.worlds

--------------------------------------------------

- Package: ghostgame.entities.creatures

--------------------------------------------------

Stats:

Total Classes: 4

Concrete Classes: 3

Abstract Classes: 1

Ca: 4

Ce: 15

A: 0.25

I: 0.79

D: 0.04

Abstract Classes:

ghostgame.entities.creatures.Creature

Concrete Classes:

ghostgame.entities.creatures.Player

ghostgame.entities.creatures.PlayerController

ghostgame.entities.creatures.PlayerView

Depends Upon:

ghostgame

ghostgame.entities

ghostgame.entities.statics

ghostgame.gfx

ghostgame.input

ghostgame.inventory

ghostgame.items

ghostgame.states

ghostgame.tiles

ghostgame.worlds

java.awt

java.awt.image

java.lang

java.util

javax.sound.sampled

Used By:

ghostgame.entities

ghostgame.items

ghostgame.worlds

ghostgametest.entities.creatures

--------------------------------------------------

- Package: ghostgame.entities.statics

--------------------------------------------------

Stats:

Total Classes: 3

Concrete Classes: 3

Abstract Classes: 0

Ca: 4

Ce: 6

A: 0

I: 0.6

D: 0.4

Abstract Classes:

Concrete Classes:

ghostgame.entities.statics.StaticEntity

ghostgame.entities.statics.StaticEntityController

ghostgame.entities.statics.StaticEntityView

Depends Upon:

ghostgame

ghostgame.entities

ghostgame.gfx

java.awt

java.awt.image

java.lang

Used By:

ghostgame.entities

ghostgame.entities.creatures

ghostgame.worlds

ghostgametest.entities.statics

--------------------------------------------------

- Package: ghostgame.gfx

--------------------------------------------------

Stats:

Total Classes: 4

Concrete Classes: 4

Abstract Classes: 0

Ca: 8

Ce: 9

A: 0

I: 0.53

D: 0.47

Abstract Classes:

Concrete Classes:

ghostgame.gfx.Animation

ghostgame.gfx.Assets

ghostgame.gfx.GameCamera

ghostgame.gfx.Text

Depends Upon:

ghostgame

ghostgame.entities

ghostgame.worlds

java.awt

java.awt.image

java.io

java.lang

javax.imageio

javax.sound.sampled

Used By:

ghostgame

ghostgame.entities.creatures

ghostgame.entities.statics

ghostgame.inventory

ghostgame.items

ghostgame.states

ghostgame.tiles

ghostgame.worlds

--------------------------------------------------

- Package: ghostgame.input

--------------------------------------------------

Stats:

Total Classes: 2

Concrete Classes: 2

Abstract Classes: 0

Ca: 4

Ce: 3

A: 0

I: 0.43

D: 0.57

Abstract Classes:

Concrete Classes:

ghostgame.input.KeyManager

ghostgame.input.MouseManager

Depends Upon:

ghostgame.ui

java.awt.event

java.lang

Used By:

ghostgame

ghostgame.entities.creatures

ghostgame.inventory

ghostgame.states

--------------------------------------------------

- Package: ghostgame.inventory

--------------------------------------------------

Stats:

Total Classes: 3

Concrete Classes: 3

Abstract Classes: 0

Ca: 3

Ce: 8

A: 0

I: 0.73

D: 0.27

Abstract Classes:

Concrete Classes:

ghostgame.inventory.Inventory

ghostgame.inventory.InventoryController

ghostgame.inventory.InventoryView

Depends Upon:

ghostgame

ghostgame.gfx

ghostgame.input

ghostgame.items

java.awt

java.awt.image

java.lang

java.util

Used By:

ghostgame.entities.creatures

ghostgame.items

ghostgametest.inventory

--------------------------------------------------

- Package: ghostgame.items

--------------------------------------------------

Stats:

Total Classes: 4

Concrete Classes: 4

Abstract Classes: 0

Ca: 5

Ce: 10

A: 0

I: 0.67

D: 0.33

Abstract Classes:

Concrete Classes:

ghostgame.items.Item

ghostgame.items.ItemController

ghostgame.items.ItemManager

ghostgame.items.ItemView

Depends Upon:

ghostgame

ghostgame.entities

ghostgame.entities.creatures

ghostgame.gfx

ghostgame.inventory

ghostgame.worlds

java.awt

java.awt.image

java.lang

java.util

Used By:

ghostgame.entities.creatures

ghostgame.inventory

ghostgame.worlds

ghostgametest.inventory

ghostgametest.items

--------------------------------------------------

- Package: ghostgame.states

--------------------------------------------------

Stats:

Total Classes: 15

Concrete Classes: 14

Abstract Classes: 1

Ca: 2

Ce: 8

A: 0.07

I: 0.8

D: 0.13

Abstract Classes:

ghostgame.states.State

Concrete Classes:

ghostgame.states.CreditState

ghostgame.states.CreditState$1

ghostgame.states.GameState

ghostgame.states.InstructionState

ghostgame.states.InstructionState$1

ghostgame.states.LostState

ghostgame.states.LostState$1

ghostgame.states.MenuState

ghostgame.states.MenuState$1

ghostgame.states.MenuState$2

ghostgame.states.MenuState$3

ghostgame.states.MenuState$4

ghostgame.states.WinState

ghostgame.states.WinState$1

Depends Upon:

ghostgame

ghostgame.gfx

ghostgame.input

ghostgame.ui

ghostgame.worlds

java.awt

java.lang

javax.sound.sampled

Used By:

ghostgame

ghostgame.entities.creatures

--------------------------------------------------

- Package: ghostgame.tiles

--------------------------------------------------

Stats:

Total Classes: 3

Concrete Classes: 3

Abstract Classes: 0

Ca: 2

Ce: 4

A: 0

I: 0.67

D: 0.33

Abstract Classes:

Concrete Classes:

ghostgame.tiles.Tile

ghostgame.tiles.TileController

ghostgame.tiles.TileView

Depends Upon:

ghostgame.gfx

java.awt

java.awt.image

java.lang

Used By:

ghostgame.entities.creatures

ghostgame.worlds

--------------------------------------------------

- Package: ghostgame.ui

--------------------------------------------------

Stats:

Total Classes: 5

Concrete Classes: 3

Abstract Classes: 2

Ca: 3

Ce: 6

A: 0.4

I: 0.67

D: 0.07

Abstract Classes:

ghostgame.ui.ClickListener

ghostgame.ui.UIobject

Concrete Classes:

ghostgame.ui.UIimage

ghostgame.ui.UIimageButton

ghostgame.ui.UImanager

Depends Upon:

ghostgame

java.awt

java.awt.event

java.awt.image

java.lang

java.util

Used By:

ghostgame.input

ghostgame.states

ghostgametest.ui

--------------------------------------------------

- Package: ghostgame.worlds

--------------------------------------------------

Stats:

Total Classes: 1

Concrete Classes: 1

Abstract Classes: 0

Ca: 6

Ce: 11

A: 0

I: 0.65

D: 0.35

Abstract Classes:

Concrete Classes:

ghostgame.worlds.World

Depends Upon:

ghostgame

ghostgame.entities

ghostgame.entities.creatures

ghostgame.entities.statics

ghostgame.gfx

ghostgame.items

ghostgame.tiles

java.awt

java.io

java.lang

java.util

Used By:

ghostgame

ghostgame.entities

ghostgame.entities.creatures

ghostgame.gfx

ghostgame.items

ghostgame.states

--------------------------------------------------

- Package: ghostgametest.entities.creatures

--------------------------------------------------

Stats:

Total Classes: 2

Concrete Classes: 2

Abstract Classes: 0

Ca: 0

Ce: 5

A: 0

I: 1

D: 0

Abstract Classes:

Concrete Classes:

ghostgametest.entities.creatures.PlayerControllerTest

ghostgametest.entities.creatures.PlayerTest

Depends Upon:

ghostgame

ghostgame.entities.creatures

java.io

java.lang

org.junit

Used By:

Not used by any packages.

--------------------------------------------------

- Package: ghostgametest.entities.statics

--------------------------------------------------

Stats:

Total Classes: 2

Concrete Classes: 2

Abstract Classes: 0

Ca: 0

Ce: 4

A: 0

I: 1

D: 0

Abstract Classes:

Concrete Classes:

ghostgametest.entities.statics.StaticEntityControllerTest

ghostgametest.entities.statics.StaticEntityTest

Depends Upon:

ghostgame

ghostgame.entities.statics

java.lang

org.junit

Used By:

Not used by any packages.

--------------------------------------------------

- Package: ghostgametest.inventory

--------------------------------------------------

Stats:

Total Classes: 1

Concrete Classes: 1

Abstract Classes: 0

Ca: 0

Ce: 5

A: 0

I: 1

D: 0

Abstract Classes:

Concrete Classes:

ghostgametest.inventory.InventoryTest

Depends Upon:

ghostgame

ghostgame.inventory

ghostgame.items

java.lang

org.junit

Used By:

Not used by any packages.

--------------------------------------------------

- Package: ghostgametest.items

--------------------------------------------------

Stats:

Total Classes: 1

Concrete Classes: 1

Abstract Classes: 0

Ca: 0

Ce: 3

A: 0

I: 1

D: 0

Abstract Classes:

Concrete Classes:

ghostgametest.items.ItemTest

Depends Upon:

ghostgame.items

java.lang

org.junit

Used By:

Not used by any packages.

--------------------------------------------------

- Package: ghostgametest.ui

--------------------------------------------------

Stats:

Total Classes: 2

Concrete Classes: 2

Abstract Classes: 0

Ca: 0

Ce: 5

A: 0

I: 1

D: 0

Abstract Classes:

Concrete Classes:

ghostgametest.ui.UIimageButtonTest

ghostgametest.ui.UIimageTest

Depends Upon:

ghostgame.ui

java.awt.image

java.io

java.lang

org.junit

Used By:

Not used by any packages.

--------------------------------------------------

- Package: java.awt

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: java.awt.event

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: java.awt.image

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: java.io

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: java.lang

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: java.util

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: javax.imageio

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: javax.sound.sampled

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: javax.swing

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: org.junit

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package Dependency Cycles:

--------------------------------------------------

ghostgame

|

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.entities

|

|-> ghostgame.entities.statics

| ghostgame

| ghostgame.worlds

|-> ghostgame.entities.statics

ghostgame.entities.creatures

|

| ghostgame.inventory

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.entities.statics

|

| ghostgame

| ghostgame.worlds

|-> ghostgame.entities.statics

ghostgame.gfx

|

|-> ghostgame.worlds

| ghostgame.entities.statics

| ghostgame

|-> ghostgame.worlds

ghostgame.input

|

| ghostgame.ui

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.inventory

|

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.items

|

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.states

|

| ghostgame.ui

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.tiles

|

| ghostgame.gfx

|-> ghostgame.worlds

| ghostgame.entities.statics

| ghostgame

|-> ghostgame.worlds

ghostgame.ui

|

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.worlds

|

| ghostgame.entities.statics

| ghostgame

|-> ghostgame.worlds

ghostgametest.entities.creatures

|

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgametest.entities.statics

|

|-> ghostgame.entities.statics

| ghostgame

| ghostgame.worlds

|-> ghostgame.entities.statics

ghostgametest.inventory

|

| ghostgame.inventory

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgametest.items

|

| ghostgame.items

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgametest.ui

|

| ghostgame.ui

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

--------------------------------------------------

- Summary:

--------------------------------------------------

Name, Class Count, Abstract Class Count, Ca, Ce, A, I, D, V:

ghostgame,3,0,12,10,0,0.45,0.55,1

ghostgame.display,1,0,1,3,0,0.75,0.25,1

ghostgame.entities,3,1,5,7,0.33,0.58,0.08,1

ghostgame.entities.creatures,4,1,4,15,0.25,0.79,0.04,1

ghostgame.entities.statics,3,0,4,6,0,0.6,0.4,1

ghostgame.gfx,4,0,8,9,0,0.53,0.47,1

ghostgame.input,2,0,4,3,0,0.43,0.57,1

ghostgame.inventory,3,0,3,8,0,0.73,0.27,1

ghostgame.items,4,0,5,10,0,0.67,0.33,1

ghostgame.states,15,1,2,8,0.07,0.8,0.13,1

ghostgame.tiles,3,0,2,4,0,0.67,0.33,1

ghostgame.ui,5,2,3,6,0.4,0.67,0.07,1

ghostgame.worlds,1,0,6,11,0,0.65,0.35,1

ghostgametest.entities.creatures,2,0,0,5,0,1,0,1

ghostgametest.entities.statics,2,0,0,4,0,1,0,1

ghostgametest.inventory,1,0,0,5,0,1,0,1

ghostgametest.items,1,0,0,3,0,1,0,1

ghostgametest.ui,2,0,0,5,0,1,0,1

java.awt,0,0,12,0,0,0,1,1

java.awt.event,0,0,2,0,0,0,1,1

java.awt.image,0,0,9,0,0,0,1,1

java.io,0,0,5,0,0,0,1,1

java.lang,0,0,18,0,0,0,1,1

java.util,0,0,6,0,0,0,1,1

javax.imageio,0,0,1,0,0,0,1,1

javax.sound.sampled,0,0,3,0,0,0,1,1

javax.swing,0,0,2,0,0,0,1,1

org.junit,0,0,5,0,0,0,1,1

# VERSI 2

# Hasil Pengecekan Kualitas Source Code dengan CheckStyle untuk Versi 2

Starting audit...

Audit done.

# Hasil Pengecekan Kualitas Source Code dengan JUnit untuk Versi 2

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.creatures.PlayerTest

JUnit version 4.12

.Test if Player check key correctly...

.Test if Player returns inventory correctly...

.Test if Player change sightX and sightY correctly...

.Test if Player returns hasKey correctly...

.Test if Player check weapon correctly...

.Test if Player returns hasWeapon correctly...

.Test if Player returns sightX correctly...

.Test if Player returns sightY correctly...

.Test if ghost created correctly

Time: 0.127

OK (9 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.creatures.PlayerControllerTest

JUnit version 4.12

.Test if GhostController created correctly...

.Test if GhostController return PlayerView correctly...

.Test if GhostController return Player correctly...

Time: 0.122

OK (3 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.statics.StaticEntityControllerTest

JUnit version 4.12

..

Time: 0.107

OK (2 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.statics.StaticEntityTest

JUnit version 4.12

...

Time: 0.103

OK (3 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.inventory.InventoryTest

JUnit version 4.12

.......

Time: 0.123

OK (7 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.items.ItemTest

JUnit version 4.12

................

Time: 0.098

OK (16 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.ui.UIimageButtonTest

JUnit version 4.12

.Test if getWidth returns width correctly...

.Test if getX returns x correctly...

.Test if getY returns y correctly...

.Test if setX is correct ...

.Test if setY is correct ...

.Test if setHeight is correct ...

.Test if geHeight returns height correctly...

.Test if setWidth is correct ...

Time: 0.122

OK (8 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.ui.UIimageTest

JUnit version 4.12

.Test if getWidth returns width correctly...

.Test if getX returns x correctly...

.Test if getY returns y correctly...

.Test if setX is correct ...

.Test if setY is correct ...

.Test if setHeight is correct ...

.Test if geHeight returns height correctly...

.Test if setWidth is correct ...

Time: 0.109

OK (8 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.creatures.Ghost1Test

JUnit version 4.12

.Test if ghost returns xMove and yMove correctly...

.Test if ghost created correctly

Time: 0.111

OK (2 tests)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.creatures.Ghost2Test

JUnit version 4.12

.Test if ghost created correctly

Time: 0.119

OK (1 test)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.creatures.Ghost3Test

JUnit version 4.12

.Test if ghost created correctly

Time: 0.127

OK (1 test)

java -cp .:/usr/share/java/junit4.jar org.junit.runner.JUnit

Core ghostgametest.entities.creatures.GhostControllerTest

JUnit version 4.12

.Test if gc returns ghost correctly...

.Test if ghost died correctly...

.Test if gc returns view correctly...

.Test if GhostController created correctly...

.Test if gc returns ghost's atk correctly...

Time: 0.134

OK (5 tests)

# Hasil Pengukuran Metriks dengan JDepend untuk Versi 2

--------------------------------------------------

- Package: ghostgame

--------------------------------------------------

Stats:

Total Classes: 3

Concrete Classes: 3

Abstract Classes: 0

Ca: 12

Ce: 10

A: 0

I: 0.45

D: 0.55

Abstract Classes:

Concrete Classes:

ghostgame.Game

ghostgame.Handler

ghostgame.Launcher

Depends Upon:

ghostgame.display

ghostgame.gfx

ghostgame.input

ghostgame.states

ghostgame.worlds

java.awt

java.awt.image

java.io

java.lang

javax.swing

Used By:

ghostgame.entities

ghostgame.entities.creatures

ghostgame.entities.statics

ghostgame.gfx

ghostgame.inventory

ghostgame.items

ghostgame.states

ghostgame.ui

ghostgame.worlds

ghostgametest.entities.creatures

ghostgametest.entities.statics

ghostgametest.inventory

--------------------------------------------------

- Package: ghostgame.display

--------------------------------------------------

Stats:

Total Classes: 1

Concrete Classes: 1

Abstract Classes: 0

Ca: 1

Ce: 3

A: 0

I: 0.75

D: 0.25

Abstract Classes:

Concrete Classes:

ghostgame.display.Display

Depends Upon:

java.awt

java.lang

javax.swing

Used By:

ghostgame

--------------------------------------------------

- Package: ghostgame.entities

--------------------------------------------------

Stats:

Total Classes: 3

Concrete Classes: 2

Abstract Classes: 1

Ca: 5

Ce: 7

A: 0.33

I: 0.58

D: 0.08

Abstract Classes:

ghostgame.entities.Entity

Concrete Classes:

ghostgame.entities.EntityManager

ghostgame.entities.EntityManager$1

Depends Upon:

ghostgame

ghostgame.entities.creatures

ghostgame.entities.statics

ghostgame.worlds

java.awt

java.lang

java.util

Used By:

ghostgame.entities.creatures

ghostgame.entities.statics

ghostgame.gfx

ghostgame.items

ghostgame.worlds

--------------------------------------------------

- Package: ghostgame.entities.creatures

--------------------------------------------------

Stats:

Total Classes: 10

Concrete Classes: 8

Abstract Classes: 2

Ca: 4

Ce: 15

A: 0.2

I: 0.79

D: 0.01

Abstract Classes:

ghostgame.entities.creatures.Creature

ghostgame.entities.creatures.Ghost

Concrete Classes:

ghostgame.entities.creatures.Ghost1

ghostgame.entities.creatures.Ghost2

ghostgame.entities.creatures.Ghost3

ghostgame.entities.creatures.GhostController

ghostgame.entities.creatures.GhostView

ghostgame.entities.creatures.Player

ghostgame.entities.creatures.PlayerController

ghostgame.entities.creatures.PlayerView

Depends Upon:

ghostgame

ghostgame.entities

ghostgame.entities.statics

ghostgame.gfx

ghostgame.input

ghostgame.inventory

ghostgame.items

ghostgame.states

ghostgame.tiles

ghostgame.worlds

java.awt

java.awt.image

java.lang

java.util

javax.sound.sampled

Used By:

ghostgame.entities

ghostgame.items

ghostgame.worlds

ghostgametest.entities.creatures

--------------------------------------------------

- Package: ghostgame.entities.statics

--------------------------------------------------

Stats:

Total Classes: 3

Concrete Classes: 3

Abstract Classes: 0

Ca: 4

Ce: 6

A: 0

I: 0.6

D: 0.4

Abstract Classes:

Concrete Classes:

ghostgame.entities.statics.StaticEntity

ghostgame.entities.statics.StaticEntityController

ghostgame.entities.statics.StaticEntityView

Depends Upon:

ghostgame

ghostgame.entities

ghostgame.gfx

java.awt

java.awt.image

java.lang

Used By:

ghostgame.entities

ghostgame.entities.creatures

ghostgame.worlds

ghostgametest.entities.statics

--------------------------------------------------

- Package: ghostgame.gfx

--------------------------------------------------

Stats:

Total Classes: 4

Concrete Classes: 4

Abstract Classes: 0

Ca: 8

Ce: 9

A: 0

I: 0.53

D: 0.47

Abstract Classes:

Concrete Classes:

ghostgame.gfx.Animation

ghostgame.gfx.Assets

ghostgame.gfx.GameCamera

ghostgame.gfx.Text

Depends Upon:

ghostgame

ghostgame.entities

ghostgame.worlds

java.awt

java.awt.image

java.io

java.lang

javax.imageio

javax.sound.sampled

Used By:

ghostgame

ghostgame.entities.creatures

ghostgame.entities.statics

ghostgame.inventory

ghostgame.items

ghostgame.states

ghostgame.tiles

ghostgame.worlds

--------------------------------------------------

- Package: ghostgame.input

--------------------------------------------------

Stats:

Total Classes: 2

Concrete Classes: 2

Abstract Classes: 0

Ca: 4

Ce: 3

A: 0

I: 0.43

D: 0.57

Abstract Classes:

Concrete Classes:

ghostgame.input.KeyManager

ghostgame.input.MouseManager

Depends Upon:

ghostgame.ui

java.awt.event

java.lang

Used By:

ghostgame

ghostgame.entities.creatures

ghostgame.inventory

ghostgame.states

--------------------------------------------------

- Package: ghostgame.inventory

--------------------------------------------------

Stats:

Total Classes: 3

Concrete Classes: 3

Abstract Classes: 0

Ca: 3

Ce: 8

A: 0

I: 0.73

D: 0.27

Abstract Classes:

Concrete Classes:

ghostgame.inventory.Inventory

ghostgame.inventory.InventoryController

ghostgame.inventory.InventoryView

Depends Upon:

ghostgame

ghostgame.gfx

ghostgame.input

ghostgame.items

java.awt

java.awt.image

java.lang

java.util

Used By:

ghostgame.entities.creatures

ghostgame.items

ghostgametest.inventory

--------------------------------------------------

- Package: ghostgame.items

--------------------------------------------------

Stats:

Total Classes: 4

Concrete Classes: 4

Abstract Classes: 0

Ca: 5

Ce: 10

A: 0

I: 0.67

D: 0.33

Abstract Classes:

Concrete Classes:

ghostgame.items.Item

ghostgame.items.ItemController

ghostgame.items.ItemManager

ghostgame.items.ItemView

Depends Upon:

ghostgame

ghostgame.entities

ghostgame.entities.creatures

ghostgame.gfx

ghostgame.inventory

ghostgame.worlds

java.awt

java.awt.image

java.lang

java.util

Used By:

ghostgame.entities.creatures

ghostgame.inventory

ghostgame.worlds

ghostgametest.inventory

ghostgametest.items

--------------------------------------------------

- Package: ghostgame.states

--------------------------------------------------

Stats:

Total Classes: 15

Concrete Classes: 14

Abstract Classes: 1

Ca: 2

Ce: 8

A: 0.07

I: 0.8

D: 0.13

Abstract Classes:

ghostgame.states.State

Concrete Classes:

ghostgame.states.CreditState

ghostgame.states.CreditState$1

ghostgame.states.GameState

ghostgame.states.InstructionState

ghostgame.states.InstructionState$1

ghostgame.states.LostState

ghostgame.states.LostState$1

ghostgame.states.MenuState

ghostgame.states.MenuState$1

ghostgame.states.MenuState$2

ghostgame.states.MenuState$3

ghostgame.states.MenuState$4

ghostgame.states.WinState

ghostgame.states.WinState$1

Depends Upon:

ghostgame

ghostgame.gfx

ghostgame.input

ghostgame.ui

ghostgame.worlds

java.awt

java.lang

javax.sound.sampled

Used By:

ghostgame

ghostgame.entities.creatures

--------------------------------------------------

- Package: ghostgame.tiles

--------------------------------------------------

Stats:

Total Classes: 3

Concrete Classes: 3

Abstract Classes: 0

Ca: 2

Ce: 4

A: 0

I: 0.67

D: 0.33

Abstract Classes:

Concrete Classes:

ghostgame.tiles.Tile

ghostgame.tiles.TileController

ghostgame.tiles.TileView

Depends Upon:

ghostgame.gfx

java.awt

java.awt.image

java.lang

Used By:

ghostgame.entities.creatures

ghostgame.worlds

--------------------------------------------------

- Package: ghostgame.ui

--------------------------------------------------

Stats:

Total Classes: 5

Concrete Classes: 3

Abstract Classes: 2

Ca: 3

Ce: 6

A: 0.4

I: 0.67

D: 0.07

Abstract Classes:

ghostgame.ui.ClickListener

ghostgame.ui.UIobject

Concrete Classes:

ghostgame.ui.UIimage

ghostgame.ui.UIimageButton

ghostgame.ui.UImanager

Depends Upon:

ghostgame

java.awt

java.awt.event

java.awt.image

java.lang

java.util

Used By:

ghostgame.input

ghostgame.states

ghostgametest.ui

--------------------------------------------------

- Package: ghostgame.worlds

--------------------------------------------------

Stats:

Total Classes: 1

Concrete Classes: 1

Abstract Classes: 0

Ca: 6

Ce: 11

A: 0

I: 0.65

D: 0.35

Abstract Classes:

Concrete Classes:

ghostgame.worlds.World

Depends Upon:

ghostgame

ghostgame.entities

ghostgame.entities.creatures

ghostgame.entities.statics

ghostgame.gfx

ghostgame.items

ghostgame.tiles

java.awt

java.io

java.lang

java.util

Used By:

ghostgame

ghostgame.entities

ghostgame.entities.creatures

ghostgame.gfx

ghostgame.items

ghostgame.states

--------------------------------------------------

- Package: ghostgametest.entities.creatures

--------------------------------------------------

Stats:

Total Classes: 6

Concrete Classes: 6

Abstract Classes: 0

Ca: 0

Ce: 5

A: 0

I: 1

D: 0

Abstract Classes:

Concrete Classes:

ghostgametest.entities.creatures.Ghost1Test

ghostgametest.entities.creatures.Ghost2Test

ghostgametest.entities.creatures.Ghost3Test

ghostgametest.entities.creatures.GhostControllerTest

ghostgametest.entities.creatures.PlayerControllerTest

ghostgametest.entities.creatures.PlayerTest

Depends Upon:

ghostgame

ghostgame.entities.creatures

java.io

java.lang

org.junit

Used By:

Not used by any packages.

--------------------------------------------------

- Package: ghostgametest.entities.statics

--------------------------------------------------

Stats:

Total Classes: 2

Concrete Classes: 2

Abstract Classes: 0

Ca: 0

Ce: 4

A: 0

I: 1

D: 0

Abstract Classes:

Concrete Classes:

ghostgametest.entities.statics.StaticEntityControllerTest

ghostgametest.entities.statics.StaticEntityTest

Depends Upon:

ghostgame

ghostgame.entities.statics

java.lang

org.junit

Used By:

Not used by any packages.

--------------------------------------------------

- Package: ghostgametest.inventory

--------------------------------------------------

Stats:

Total Classes: 1

Concrete Classes: 1

Abstract Classes: 0

Ca: 0

Ce: 5

A: 0

I: 1

D: 0

Abstract Classes:

Concrete Classes:

ghostgametest.inventory.InventoryTest

Depends Upon:

ghostgame

ghostgame.inventory

ghostgame.items

java.lang

org.junit

Used By:

Not used by any packages.

--------------------------------------------------

- Package: ghostgametest.items

--------------------------------------------------

Stats:

Total Classes: 1

Concrete Classes: 1

Abstract Classes: 0

Ca: 0

Ce: 3

A: 0

I: 1

D: 0

Abstract Classes:

Concrete Classes:

ghostgametest.items.ItemTest

Depends Upon:

ghostgame.items

java.lang

org.junit

Used By:

Not used by any packages.

--------------------------------------------------

- Package: ghostgametest.ui

--------------------------------------------------

Stats:

Total Classes: 2

Concrete Classes: 2

Abstract Classes: 0

Ca: 0

Ce: 5

A: 0

I: 1

D: 0

Abstract Classes:

Concrete Classes:

ghostgametest.ui.UIimageButtonTest

ghostgametest.ui.UIimageTest

Depends Upon:

ghostgame.ui

java.awt.image

java.io

java.lang

org.junit

Used By:

Not used by any packages.

--------------------------------------------------

- Package: java.awt

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: java.awt.event

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: java.awt.image

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: java.io

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: java.lang

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: java.util

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: javax.imageio

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: javax.sound.sampled

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: javax.swing

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package: org.junit

--------------------------------------------------

No stats available: package referenced, but not analyzed.

--------------------------------------------------

- Package Dependency Cycles:

--------------------------------------------------

ghostgame

|

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.entities

|

|-> ghostgame.entities.statics

| ghostgame

| ghostgame.worlds

|-> ghostgame.entities.statics

ghostgame.entities.creatures

|

| ghostgame.inventory

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.entities.statics

|

| ghostgame

| ghostgame.worlds

|-> ghostgame.entities.statics

ghostgame.gfx

|

|-> ghostgame.worlds

| ghostgame.entities.statics

| ghostgame

|-> ghostgame.worlds

ghostgame.input

|

| ghostgame.ui

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.inventory

|

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.items

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|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.states

|

| ghostgame.ui

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.tiles

|

| ghostgame.gfx

|-> ghostgame.worlds

| ghostgame.entities.statics

| ghostgame

|-> ghostgame.worlds

ghostgame.ui

|

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgame.worlds

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| ghostgame.entities.statics

| ghostgame

|-> ghostgame.worlds

ghostgametest.entities.creatures

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|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

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ghostgametest.entities.statics

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|-> ghostgame.entities.statics

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| ghostgame.worlds

|-> ghostgame.entities.statics

ghostgametest.inventory

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| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgametest.items

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| ghostgame.items

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

ghostgametest.ui

|

| ghostgame.ui

|-> ghostgame

| ghostgame.worlds

| ghostgame.entities.statics

|-> ghostgame

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- Summary:

--------------------------------------------------

Name, Class Count, Abstract Class Count, Ca, Ce, A, I, D, V:

ghostgame,3,0,12,10,0,0.45,0.55,1

ghostgame.display,1,0,1,3,0,0.75,0.25,1

ghostgame.entities,3,1,5,7,0.33,0.58,0.08,1

ghostgame.entities.creatures,10,2,4,15,0.2,0.79,0.01,1

ghostgame.entities.statics,3,0,4,6,0,0.6,0.4,1

ghostgame.gfx,4,0,8,9,0,0.53,0.47,1

ghostgame.input,2,0,4,3,0,0.43,0.57,1

ghostgame.inventory,3,0,3,8,0,0.73,0.27,1

ghostgame.items,4,0,5,10,0,0.67,0.33,1

ghostgame.states,15,1,2,8,0.07,0.8,0.13,1

ghostgame.tiles,3,0,2,4,0,0.67,0.33,1

ghostgame.ui,5,2,3,6,0.4,0.67,0.07,1

ghostgame.worlds,1,0,6,11,0,0.65,0.35,1

ghostgametest.entities.creatures,6,0,0,5,0,1,0,1

ghostgametest.entities.statics,2,0,0,4,0,1,0,1

ghostgametest.inventory,1,0,0,5,0,1,0,1

ghostgametest.items,1,0,0,3,0,1,0,1

ghostgametest.ui,2,0,0,5,0,1,0,1

java.awt,0,0,12,0,0,0,1,1

java.awt.event,0,0,2,0,0,0,1,1

java.awt.image,0,0,9,0,0,0,1,1

java.io,0,0,5,0,0,0,1,1

java.lang,0,0,18,0,0,0,1,1

java.util,0,0,6,0,0,0,1,1

javax.imageio,0,0,1,0,0,0,1,1

javax.sound.sampled,0,0,3,0,0,0,1,1

javax.swing,0,0,2,0,0,0,1,1

org.junit,0,0,5,0,0,0,1,1