Test coverage Report

For testing our system, we used some unit tests and manual testing. The coverage reports are based on the results of manual testing, this since no coverage tool was found to be working. For testing manually, we used debug messages for the unity console to check a method or branch was reached. Thus a certain coverage percentage per class means that that percentage of the lines in the class was walked through and no unexpected behaviour was reported. Meaning, the system did not crash and the system did not contain errors which would impact the system in a way which worked against the intended working of that component.

		Number Of Lines	Lines Covered	Line Coverage
Folder	Class	2662	2331	87,6
scr/controllers		771	764	99,1
	HandController	252	252	100
	Manager	259	257	99,2
	MouseGrabController	87	87	100
	PlayerController	173	168	97,1
src/model		382	255	66,8
	ItemHolder	144	139	96,5
	Player	238	116	48,7
src/model/gestures		210	130	61,9
	GestureController	68	68	100
	IMoveGesture	142	62	43,7
src/model/grab		437	373	85,4
	Grab	292	237	81,2
	ManusGrab	95	86	90,5
	MouseGrab	50	50	100
src/model/hand		862	809	93,9
	Hand	308	308	100
	HandCollider	97	67	69,1
	HandFactory	61	61	100
	IHand	70	70	100
	LeftHand	97	97	100
	ManusControl	72	53	73,6
	RightHand	58	58	100
	VibrateHand	99	95	96

Test Coverage Report