

Element ^	Class, %	Method, %	Line, %
▼ all	100% (26/26)	71% (141/196)	84% (729/864)
▼ it.polimi.ingsw.controller	100% (3/3)	80% (16/20)	75% (79/105)
C GameController	100% (2/2)	77% (14/18)	73% (72/98)
E TurnPhase	100% (1/1)	100% (2/2)	100% (7/7)
▼ it.polimi.ingsw.model	100% (26/26)	71% (141/196)	84% (729/864)
▼ modelView	100% (4/4)	43% (28/65)	46% (70/151)
C BoardBoxView	100% (1/1)	25% (2/8)	53% (7/13)
C ItemTileView	100% (1/1)	100% (3/3)	100% (5/5)
C ModelView	100% (1/1)	41% (20/48)	40% (49/121)
C PlayerPointsView	100% (1/1)	50% (3/6)	75% (9/12)
C Board	100% (1/1)	86% (19/22)	90% (137/151)
C BoardBox	100% (1/1)	83% (10/12)	85% (12/14)
C Bookshelf	100% (1/1)	88% (15/17)	93% (77/82)
C CommonGoalCard	100% (1/1)	80% (4/5)	83% (10/12)
C CommonGoalCard1	100% (1/1)	100% (3/3)	95% (45/47)
C CommonGoalCard2	100% (1/1)	100% (1/1)	100% (15/15)
C CommonGoalCard3	100% (1/1)	100% (3/3)	100% (57/57)
C CommonGoalCard4	100% (1/1)	100% (2/2)	87% (29/33)
C CommonGoalCard5	100% (1/1)	100% (1/1)	100% (25/25)
C CommonGoalCard6	100% (1/1)	100% (2/2)	100% (23/23)
C CommonGoalCard7	100% (1/1)	100% (2/2)	100% (23/23)
C CommonGoalCard8	100% (1/1)	100% (1/1)	100% (5/5)
C CommonGoalCard9	100% (1/1)	100% (1/1)	100% (10/10)
C CommonGoalCard10	100% (1/1)	100% (1/1)	100% (9/9)
C CommonGoalCard11	100% (1/1)	100% (2/2)	100% (19/19)
C CommonGoalCard12	100% (1/1)	100% (1/1)	90% (20/22)
C Game	100% (1/1)	66% (14/21)	82% (84/102)
C ItemTile	100% (1/1)	100% (4/4)	100% (6/6)
C PersonalGoalBox	100% (1/1)	100% (4/4)	100% (7/7)
C PersonalGoalCard	100% (1/1)	100% (3/3)	100% (5/5)
C Player	100% (1/1)	85% (18/21)	88% (39/44)
E Type	100% (1/1)	100% (2/2)	100% (2/2)