Utilizare RSM - Calculul metricilor de fiabilitate

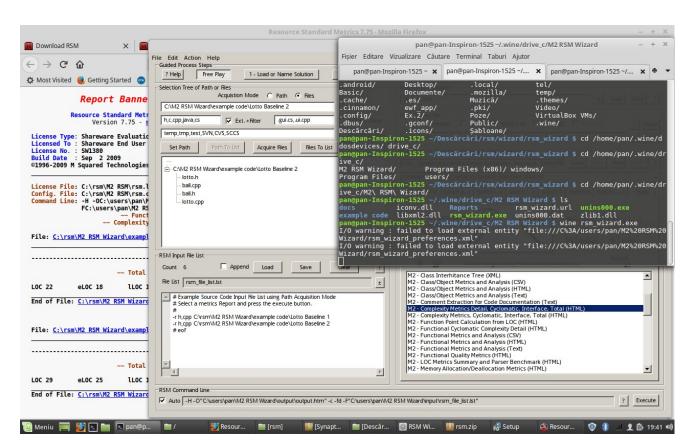
Cu instalare si rulare program RSM pe S.O. Linux

Am salvat RSM si Wizard RSM pentru Windows in computer si le-am dezarhivat.

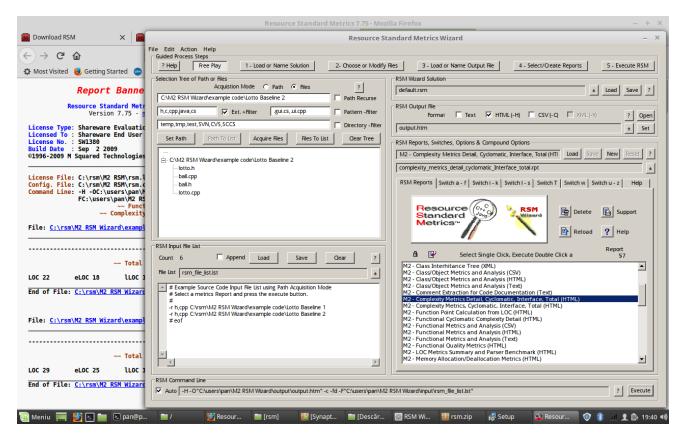
Am rulat cu wine (emulatorul de Windows), Wizard RSM si apoi RSM.

Comanda wine rsm_wizard.exe a instalat mai intai suportul .NET si GECO dupa care a rulat executabilul de setup pt. fisierul Windows.

Executabilul a ales o cale si am vazut unde sunt instalate si anume in ~/.wine/drive c/M2\ RSM\ Wizard/



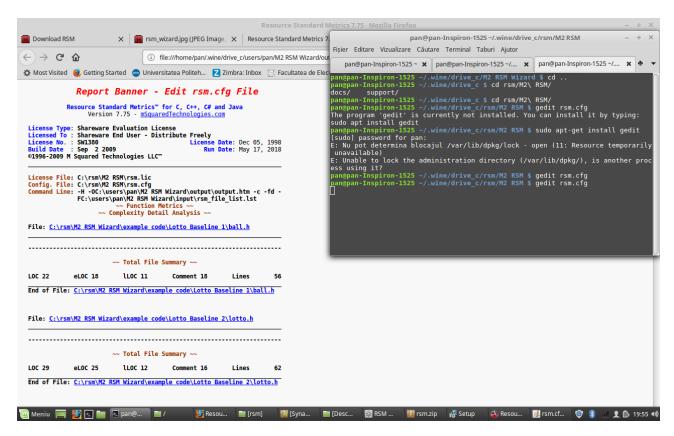
A aparut interfata grafica unde am selectat Path catre exemplul Lotto Baseline 2. Apoi am bifat Files si in ferestra stinga sus au aparut cele 4 fisiere ale exemplului nostru.



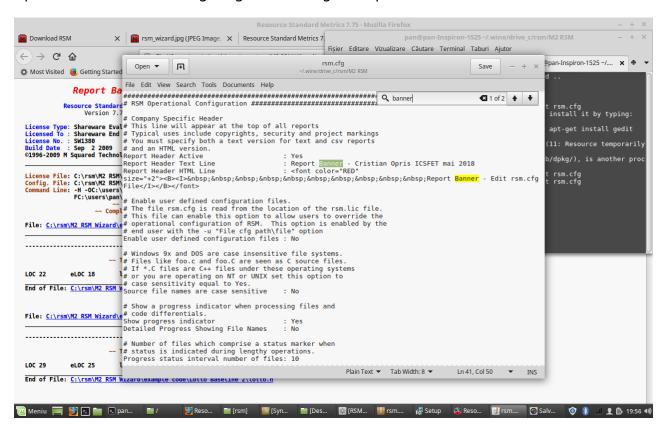
Am selectat testul M2 - Complexity Metrics Detail, Cyclomatic, Interface, Total (HTML).

Am dat comanda Execute.

Apoi am localizat calea win. catre fisierul .cfg si am adaptat la calea Linux si anume: /home/pan/ .win/drive_c/rsm/M2\ RSM/rsm.cfg



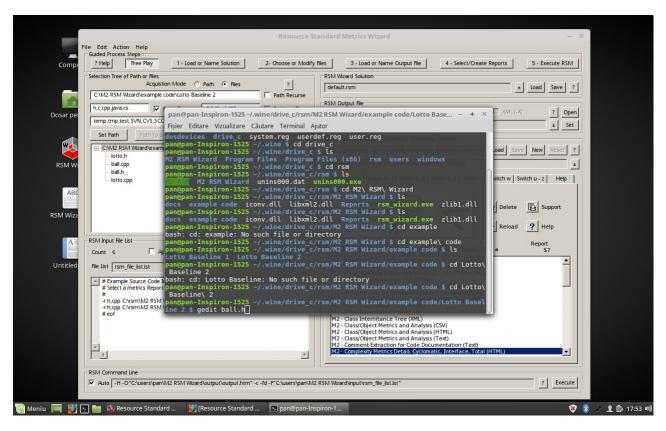
Apoi am editat fisierul .cfg cu gedit rsm.cfg si a aparut:



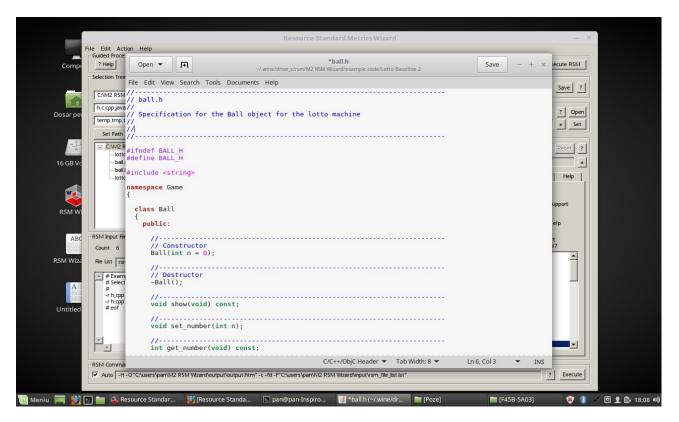
Cu CTR-F (functia FIND) am cautat cuvantul Banner unde am gasit textul unde am adaugat numele si data.

Am inlocuit si in text line dar si in tag-ul HTML ca sa apara pe browser. Apoi am rulat din nou RSM-ul.

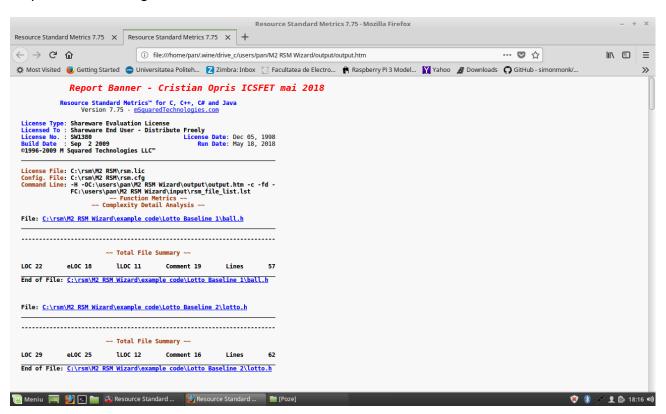
Apoi am facut o modificare in fisierul ball.h unde am adaugat o linie de comentariu dupa ce in prealabil am gasit calea catre fisier si l-am editat:



Enter in terminal si s-a deschis fisierul ball.h:



Dupa ce am adaugat linia de comentarii cu // am salvat si am rulat RSM-ul:



Se observa modificarea la comentarii de la 18 la 19 pentru fisierul ball.h