爬取了github上80个(共264个)C++ minisql项目,以默认的80%相似度为阈值检测克隆,得到结果(摘取很小一部分结果分析):

```
1 38,428,1,6

2 38,431,1,9

3 40,459,1,2

4 40,463,1,6

5 40,467,1,10

6 40,463,38,428

7 60,674,40,467

8 60,674,1,10
```

不妨挨个分析

项目id和项目的对应关系在 bookkeeping_projs/ 中

project_id	project	缩略图
1	callMeName/MiniSql	callMeName remove personal website dss876a on Mair 29, 2017
38	AaronSilence34/MINISQL	AaronSilence34 Update MINISQL.md 9398c2f on Jul 22, 2018
40	trainsn/MiniSQL	trainsn Create README.md 15734e7 on Apr 17, 2018 ③9 commits ■ minisq! % 受死成,还是有点bug在8+树里面 6 years ago □ gaignore % 受死成,还是有点bug在8+树里面 6 years ago □ README.md Create README.md 4 years ago □ minisql:v12.suo fix 6 years ago
60	YizhiZhao/MiniSQL	WizhiZhao Merge branch 'master' of https://github.com/YizhiZ c53a337 on Apr 8, 2020 ■ image full commit 2 years age ■ src fix a bug in buffer manager 2 years age □ gitignore full commit 2 years age □ Makefile full commit 2 years age □ README.md add image in readme 2 years ago

project_id, file_id	file			
1,2	code/API.h			
1,6	code/BufferManager.cpp			
1,9	code/CatalogManager.h			
1,10	code/Condition.cpp			
38,428	src/BufferManager.cpp			
38,431	src/CatalogManager.h			
40,459	minisql/API.h			
40,463	minisql/BufferManager.cpp			
40,467	minisql/Condition.cpp			
60,674	lib/Condition.cpp			

于是分析结果就是:

• callMeName/MiniSql/code/API.h 与 trainsn/MiniSQL/minisql/API.h 相似:

```
| Before API_H | Reformer. Medical consistion | See | 1 | 0 | N | New | 1 | 0 | New | 1 |
```

《不演了》

• callMeName/MiniSql/code/BufferManager.cpp 与
AaronSilence34/MINISQL/src/BufferManager.cpp 与
trainsn/MiniSQL/minisql/BufferManager.cpp 相似:

```
using namespace std;
                                                                                                                                                                                      ufferManager::BufferManager() :totalBlock(0),
otalFile(0), fileHead(####)
.
ufferManager::BufferManager():total_block(0),total_fi`
                                                                                                        for (int i = 0; i < MAX_FILE_NUM; i ++)</pre>
  file_pool[i].fileName = new
ar[MAX_FILE_NAME];
   if(file_pool[i].fileName = NULL)
                                                                                                                                                                                     {
    filePool[i].fileName = new
char[MAX_FILE_NAME];
    if (filePool[i].fileName = NULL)
                                                                                                                                                                                           printf("Can not allocate memory in initing file pool!\n");
    for (int i = 0; i < MAX_BLOCK_NUM; i ++) {
   block_pool[i].address = new char[BLOCK_SIZE];
   if(block_pool[i].address = NULL)</pre>
                                                                                                                                                                                           for (int i = 0; i < MAX_BLOCK_NUM; i++)
                                                                                                                                                                                                  blockPool[i].address = new char[BLOCK_SIZE];
if (blockPool[i].address = NULL)
                                                                                                                 exit (*),

block_pool[i].fileName = new

X_FILE_NAME];

if(block_pool[i].fileName =

cot(**Can not allocate m

ock_pool!**<endl;

exit (1);

}
                                                                                                                                                                                                printf("Can not allocate memory in initing ock pool!\n");
 }
block_pool[i].fileName = new
ar[MAX_FILE_NAME];
if(block_pool[i].fileName = NULL)
                                                                                                                                                                                                         ool!\n");
exit(1);
                                                                                                                                                                                                  }
blockPool[i].fileName = new
K_FILE_NAME];
if (blockPool[i].fileName = NULL)
                                                                                                      BufferManager::~BufferManager(){
    writtenBackToDiskAll();
    for (int i = 0; i < MAX_FILE_NUM;
    delete [] file_pool[i].fileNa
```

《一眼丁真》

callMeName/MiniSql/code/CatalogManager.h 与
 AaronSilence34/MINISQL/src/CatalogManager.h 相似:

```
Open of a complement broken in the control of a complement broken in the control of a control of
```

 callMeName/MiniSql/code/Condition.cpp 与 trainsn/MiniSQL/minisql/Condition.cpp 与 YizhiZhao/MiniSQL/lib/Condition.cpp 相似:

```
switch(operate)//žùŸÝ±»±ÊœÏÖµ²Û×÷ÀàĐÍÑ;Ôñ·ÖÖ§
                case Condition::OPERATOR_EQUAL:
    return content = myContent;
    break;
case Condition::OPERATOR_NOT_EQUAL:
    return content ≠ myContent;
    break;
case Condition::OPERATOR_LESS:
    return content < myContent;
    break;
case Condition::OPERATOR_MORE:
    return content > myContent;
    break;
case Condition::OPERATOR_MORE:
    return content ≤ myContent;
    break;
case Condition::OPERATOR_MORE_EQUAL:
    return content ≤ myContent;
    break;
case Condition::OPERATOR_MORE_EQUAL:
    return content ≥ myContent;
    break;
default:
    return toue;
    return toue;
    return toue;
}
                                                                                                                                                                                                                                                                                                                                                                                                                                                            case Condition::OPERATOR_EQUAL:
    return content == myContent;
    break;
case Condition::OPERATOR_NOT_EQUAL:
    return content ≠ myContent;
    break;
case Condition::OPERATOR_LESS:
    return content < myContent;
    break;
case Condition::OPERATOR_MORE:
    return content > myContent;
    break;
case Condition::OPERATOR_MORE:
    return content > myContent;
    break;
case Condition::OPERATOR_LESS_EQUAL:
    return content ≤ myContent;
    break;
case Condition::OPERATOR_WORE_EQUAL:
    return content > myContent;
    break;
case Condition::OPERATOR_WORE_EQUAL:
    return content > myContent;
    break;
    return true;
                                                                                                                                                                                                                                                           case Condition::OPERATOR_EQUAL:
    return content = myContent; //
                                                                                                                                                                                                                                                           preak;
case Condition::OPERATOR_NOT_EQUAL:
return content ≠ myContent; /...
                                                                                                                                                                                                                                                           break;
case Condition::OPERATOR_LESS:
return content < myContent; /
                                                                                                                                                                                                                                                          OU·µ»00

break;

case Condition::OPERATOR_MORE:

return content > myContent; /,
                                                                                                                                                                                                                                                          DIP:µ»Ø0

break;

case Condition::OPERATOR_LESS_EQUAL:

return content ≤ myContent; //
                                                                                                                                                                                                                                                          *»Đ¡OUµEOU:pange
break;
case Condition::OPERATOR_MORE_EQUAL:
return content ≥ myContent; //
                                                                                                                                                                                                                                                                                      break;
ndition::Condition<mark>(</mark>string a,string v,int o) {
attributeName = a;
                                                                                                                                                                                                                                                                                 printf("Ā»ÓĐÕë¶ÔžÃ+Ȝϕû°Ù×÷!
                                                                                                                                                                                                                                                                                                                                                                                                                               Condition::Condition(string a,string v,int o) {
   attributeName = a;
      value = v;
operate = o;
                                                                                                                                                                                                                                                                               return false;
break;
                                                                                                                                                                                                                                                                                                                                                                                                                                                 value = v;
operate = o;
```

导入数据库之后的克隆结果:

	cloneId	cloneClonedFiles	cloneTotalFiles	cloneCloningPercent	hostId	hostAffectedFiles	hostTotalFiles	hostAffectedPercent
1	2	1	23	4.350	35	,	38	2.630
2	2	5	23	21.740	36	5	20	25.00
3	14	1	34	2.940	15	1	21	4.76
4	16	1	17	5.880	42] 1	18	5.56
5	26	1	25	4.000	27	1	13	7.69
6	28	14	30	46.670	28	14	30	46.67
7	1	6	20	30.000	40	[20	30.00
8	1	2	20	10.000	25	2	18	11.11
9	5	4	4		49	4	4	100.00
10	23	1	25	4.000	42	1	18	5.56
1	25	1	18	5.560	40] 1	20	5.00
2	35	1	38	2.630	50	! !	29	3.45
3	74	8	178		74	. 8	178	4.49
14	76	4	206	1.940	76	4	206	1.94
riaD	3 [minisql							
projectId projectPath pr			projectori					
	5 /h	nome/qiu/Downloads/m	ninisqls/elff1_min					
OW :	in set (0.	.000 sec)						
	R [minisal	ls]> select * from p	rojects where pro	jectId = 49;				
riaD	, [minioqi							