**Experiment Report - 38 - test3\_codeanalyzeconfigdialog**

1. **Summary Table of Errors Found**

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| --- | --- | --- | --- | --- | --- |
| Error ID | Line Number | Error Type | Self-Detected? | Peer 1 Found? | Peer 2 Found? |
| E01 | line 16 | Syntax | × | √ | √ |
| E02 | line 29 | Semantic | × | × | × |
| E03 | line 36 | Logic | √ | × | × |
| E04 | line 53 | Syntax | √ | × | × |
| E05 | line 57 | Logic | √ | × | √ |

Additional Errors Found by Self: 1

Self-Review Detection Rate: 60%

Peer 1 Detection Rate: 20%

Peer 2 Detection Rate: 40%

1. **Source Code**
2. #include "codeanalyzeconfigdialog.h"
3. #include "ui\_codeanalyzeconfigdialog.h"
4. #include "managepropertysetdialog.h"
5. #include "mainwindow.h"
6. #include "ruledescriptdialog.h"
7. #include "screenfactor.h"
8. CodeAnalyzeConfigDialog::CodeAnalyzeConfigDialog(QWidget \*parent) :
9. QDialog(parent),
10. ui(new Ui::CodeAnalyzeConfigDialog)
11. {
12. ui->setupUi(this);
13. m\_parent = (MainWindow\*)parentWidget();
14. connect(ui->manageButton, &QPushButton::clicked, this, &CodeAnalyzeConfigDialog::managePropertySet); //button的信号要转换，否则会出现no matching的错误
15. //connect(ui->allRuleDescriptAct, &QAction::triggered, this, &MainWindow::showAllRuleDescript);
16. connect(ui->ruleTree, SIGNAL(itemDoubleClicked(QTreeWidgetItem\*,int)), this, SLOT(showRuleDescript(QTreeWidgetItem\*)));
17. connect(ui->startAnalysisButton, &QPushButton::clicked, this, &CodeAnalyzeConfigDialog::startAnalysis);
18. //设置checkableCombobox，这里只是示例，没有连接信号和槽的实现
19. this->Model = new QStandardItemModel;
20. this->Item1 = new QStandardItem;
21. this->Item1->setText("All Files");
22. this->Item1->setFlags(Qt::ItemIsUserCheckable | Qt::ItemIsEnabled);
23. this->Item1->setData(Qt::Unchecked, Qt::CheckStateRole);
24. this->Item2 = new QStandardItem;
25. this->Item2->setText("File");
26. this->Item2->setFlags(Qt::ItemIsUserCheckable | Qt::ItemIsEnabled);
27. this->Item2->setData(Qt::Unchecked, Qt::CheckStateRole);
28. //connect(this->Model, SIGNAL(dataChanged ( const QModelIndex&, const QModelIndex&)), this, SLOT(slot\_changed(const QModelIndex&, const QModelIndex&)));
29. this->Model->insertRow(0, this->Item1);
30. this->Model->insertRow(0, this->Item2);
31. this->Items.push\_back(this->Item1);
32. this->Items.push\_back(this->Item2);
33. ui->fileSelectBox->setModel(this->Model);
34. //std::cout << comboBox->model()->rowCount() << " rows after." << std::endl;
35. }
36. CodeAnalyzeConfigDialog::~CodeAnalyzeConfigDialog()
37. {
38. delete ui;
39. }
40. void CodeAnalyzeConfigDialog::managePropertySet()
41. {
42. ManagePropertySetDialog\* manageSet = new ManagePropertySetDialog();
43. ScreenFactor factor;
44. auto screenFactor = factor.getScreenFactor();
45. manageSet->resize(manageSet->width() \* screenFactor, manageSet->height() \* screenFactor);
46. manageSet->setModal();
47. manageSet->show();
48. }
49. void CodeAnalyzeConfigDialog::showRuleDescript(QTreeWidgetItem\*, int)
50. {
51. RuleDescriptDialog \*ruleDescript = new RuleDescriptDialog(this);
52. ScreenFactor factor;
53. auto screenFactor = factor.getScreenFactor();
54. ruleDescript->resize(ruleDescript->width() \* screenFactor, ruleDescript->height() \* screenFactor);
55. ruleDescript->show();
56. }
57. void CodeAnalyzeConfigDialog::startAnalysis()
58. {
59. accept();
60. }