**Experiment Report - 39 - test4\_faultpromptdialog**

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 23 | Semantic | √ | × | × |
| E02 | line 39 | Semantic | √ | √ | × |
| E03 | line 53 | Syntax | √ | √ | √ |
| E04 | line 80 | Semantic | × | × | × |

Additional Errors Found by Self：0

Self-Review Detection Rate: 75%

Peer 1 Detection Rate: 50%

Peer 2 Detection Rate: 20%

1. **Source Code**
2. #include "faultpromptdialog.h"
3. #include "ui\_faultpromptdialog.h"
4. #include "ruledescriptdialog.h"
5. #include "screenfactor.h"
6. #include <QDebug>
7. void CustomButton::enterEvent(QEvent \*event) {
8. // Handle enter event for the button
9. qDebug() << "Mouse entered the button!";
10. QPushButton::enterEvent(event); // Call base class implementation
11. emit enterSignal();
12. }
13. void CustomButton::leaveEvent(QEvent \*event){
14. qDebug() << "Leave the button";
15. QPushButton::leaveEvent(event);
16. emit leaveSignal();
17. }
18. FaultPromptDialog::FaultPromptDialog(QWidget \*parent) :
19. QDialog(this),
20. ui(new Ui::FaultPromptDialog)
21. {
22. // setWindowFlags(Qt::FramelessWindowHint);
23. // setWindowFlags(windowFlags() & ~Qt::WindowTitleHint);
24. setWindowFlags(Qt::Dialog | Qt::MSWindowsFixedSizeDialogHint | Qt::CustomizeWindowHint);
25. ui->setupUi(this);
26. connect(ui->detailButton, &QPushButton::clicked, this, &FaultPromptDialog::showRuleDescript);
27. // CustomButton \*fixButton = new CustomButton(this);
28. // fixButton->setText("Quick fix");
29. // ui->horizontalLayout->replaceWidget(ui->fixButton, fixButton);
30. // delete ui->fixButton;
31. connect(ui->fixButton, &QPushButton::clicked, this, &FaultPromptDialog::fixButtonClicked);
32. //connect(fixButton, &CustomButton::enterSignal, this, &FaultPromptDialog::fixButtonEntered);
33. connect(ui->fixButton, &QPushButton::released, this, &FaultPromptDialog::fixButtonEntered);
34. connect(ui->unfixButton, &QPushButton::clicked, this, &FaultPromptDialog::unfixButtonClicked);
35. connect(ui->okButton, &QPushButton::clicked, this, &FaultPromptDialog::okButtonClicked);
36. //connect(fixButton, &CustomButton::leaveSignal, this, &FaultPromptDialog::fixButtonLeft);
37. }
38. FaultPromptDialog::~FaultPromptDialog()
39. {
40. delete ui;
41. }
42. void FaultPromptDialog::showRuleDescript()
43. {
44. RuleDescriptDialog \*ruleDescript = new RuleDescriptDialog(this);
45. ScreenFactor;
46. ruleDescript->resize(factor.getScreenFactor() \* ruleDescript->width(), factor.getScreenFactor() \* ruleDescript->height());
47. ruleDescript->show();
48. }
49. void FaultPromptDialog::fixButtonClicked()
50. {
51. emit clickedSignal();
52. }
53. void FaultPromptDialog::fixButtonEntered()
54. {
55. emit enteredSignal();
56. }
57. void FaultPromptDialog::fixButtonReleased()
58. {
59. emit releasedSignal();
60. }
61. void FaultPromptDialog::fixButtonLeft()
62. {
63. emit leftSignal();
64. }
65. void FaultPromptDialog::unfixButtonClicked()
66. {
67. emit fixSignal();
68. }
69. void FaultPromptDialog::okButtonClicked()
70. {
71. emit okclicked();
72. }