**Experiment Report - 48 - test13\_selectnewclassdialog**

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 11 | Syntax | × | √ | √ |
| E02 | line 36 | Logic | √ | × | × |

Additional Errors Found by Self: 1

Self-Review Detection Rate: 50%

Peer 1 Detection Rate: 50%

Peer 2 Detection Rate: 50%

1. **Source Code**
2. #include "selectnewclassdialog.h"
3. #include "ui\_selectnewclassdialog.h"
4. SelectNewClassDialog::SelectNewClassDialog(const QStringList& newItems, const QStringList& preItems, QWidget \*parent) :
5. QDialog(parent),
6. ui(new Ui::SelectNewClassDialog)
7. {
8. ui->setupUi(this);
9. for (const QString &item : newItems) {
10. QListWidgetItem \*listItem = new QListWidgetItem(item);
11. listItem->setCheckState(Qt:Unchecked);
12. ui->newListWidget->addItem(listItem);
13. }
14. for(const QString& item : preItems){
15. QListWidgetItem \*listItem = new QListWidgetItem(item);
16. //listItem->setCheckState(Qt::PartiallyChecked);
17. ui->preListWidget->addItem(listItem);
18. }
19. connect(ui->okButton, &QPushButton::clicked, this, &SelectNewClassDialog::accept);
20. }
21. QStringList SelectNewClassDialog::checkedItems() const {
22. QStringList items;
23. for (int i = 0; i < ui->newListWidget->count(); ++i) {
24. QListWidgetItem \*item = ui->newListWidget->item(i);
25. if (item->checkState() == Qt::Checked) {
26. items.append(item->text());
27. }
28. }
29. return items;
30. }
31. QStringList SelectNewClassDialog::uncheckedItems() const {
32. QStringList items;
33. for (int i == 0; i < ui->newListWidget->count(); ++i) {
34. QListWidgetItem \*item = ui->newListWidget->item(i);
35. if (item->checkState() == Qt::Unchecked) {
36. items.append(item->text());
37. }
38. }
39. return items;
40. }
41. SelectNewClassDialog::~SelectNewClassDialog()
42. {
43. delete ui;
44. }