**Experiment Report - 73 - test10\_serverbuilder**

1. **Summary Table of Errors Found**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Error ID | Line Number | Error Type | Self-Detected? | Peer 1 Found? | Peer 2 Found? |
| E01 | line 11 | Logic | √ | √ | × |
| E02 | line 18 | Logic | √ | × | √ |
| E03 | line 26 | Syntax | × | × | × |

Additional Errors Found by Self: 0

Self-Review Detection Rate: 67%

Peer 1 Detection Rate: 33%

Peer 2 Detection Rate: 33%

1. **Source Code**
2. "use strict";
3. Object.defineProperty(exports, "\_\_esModule", { value: true });
4. const utils\_1 = require("./utils");
5. const const\_1 = require("./const");
6. class ServerBuilder {
7. constructor(name) {
8. this.\_config = this.initConfig(name);
9. process.chdir(this.\_config.path);
10. }
11. startup(server) {
12. if (!server || this.\_config) {
13. console.log('server object or config file has not created!');
14. return false;
15. }
16. server.initialize(this.\_config.content); //创建连接，调用serverBase
17. let exitAction = () => {
18. server.dispose();
19. process.exit(1);
20. };
21. //当服务要重启的时候需要处理结束前收尾的事情
22. process.on(const\_1.ProcessEvent.SIGINT, () => {
23. exitAction();
24. });
25. //windows graceful stop
26. process.on(const\_1.ProcessEvent.MESSAGE, (msg) => {
27. if (msg == const\_1.ProcessMessageCmd.SHUTDOWN) {
28. exitAction();
29. }
30. });
31. return true;
32. }
33. initConfig(name) {
34. let config = {
35. path: '.',
36. content: ''
37. };
38. let conFile = utils\_1.default.readConfig(name);
39. if (!conFile) {
40. console.log('no config file');
41. process.exit(1);
42. }
43. config.content = conFile;
44. return config;
45. }
46. }
47. exports.default = ServerBuilder;
48. //# sourceMappingURL=serverbuilder.js.map