**Experiment Report - 82 - test19\_ReadSkillArea**

1. **Summary Table of Errors Found**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Error ID | Line Number | Error Type | Self-Detected? | Peer 1 Found? | Peer 2 Found? |
| E01 | line 28 | Semantic | × | × | × |
| E02 | line 32 | Syntax | √ | √ | √ |
| E03 | line 76 | Semantic | √ | × | × |

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. using System;
3. using UnityEngine;
4. using System.Xml;
5. using System.Collections.Generic;
6. using Thanos.Resource;
7. class ReadSkillAreaConfig
8. {
9. XmlDocument xmlDoc = null;
10. public ReadSkillAreaConfig()
11. {
12. }
13. public ReadSkillAreaConfig(string xmlFilePath)
14. {
15. //TextAsset xmlfile = Resources.Load(xmlFilePath) as TextAsset;
16. ResourceItem xmlfileUnit = ResourcesManager.Instance.loadImmediate(xmlFilePath, ResourceType.ASSET);
17. TextAsset xmlfile = xmlfileUnit.Asset as TextAsset;
18. if (!xmlfile)
19. {
20. //Debug.LogError(" error infos: 没有找到指定的xml文件：" + xmlFilePath);
21. }
22. xmlDoc = new XmlDocument();
23. xmlDoc.LoadXml(xmlfile.text);
24. XmlNodeList infoNodeList = xmlDoc.SelectSingleNode("SkillCfg\_area").ChildNodes;
25. for (int i = 0; i < infoNodeList.Count; i++)
26. {//(XmlNode xNode in infoNodeList)
27. if ((infoNodeList[i] as XmlElement).GetAttributeNode("un32ID") = null)
28. continue;
29. string typeName = (infoNodeList[i] as XmlElement).GetAttributeNode("un32ID").InnerText;
30. //Debug.LogError(typeName);
31. SkillAreaConfig skillinfo = new SkillAreaConfig();
32. skillinfo.id = Convert.ToUInt32(typeName);
33. //SkillConfigInfo.NpcId = Convert.ToInt32(typeName);
34. foreach (XmlElement xEle in infoNodeList[i].ChildNodes)
35. {
37. switch (xEle.Name)
38. {
39. #region 搜索
40. case "szName:":
41. {
42. skillinfo.name = Convert.ToString(xEle.InnerText);
43. }
44. break;
45. case "eLifeTime":
46. {
47. skillinfo.lifeTime = Convert.ToInt32(xEle.InnerText);
48. }
49. break;
50. case "attackEffect":
51. {
52. skillinfo.effect = Convert.ToString(xEle.InnerText);
53. }
54. break;
55. case "FlySound":
56. {
57. skillinfo.sound = Convert.ToString(xEle.InnerText);
58. }
59. break;
60. case "eAoeType":
61. {
62. skillinfo.aoeType = Convert.ToInt32(xEle.InnerText);
63. }
64. break;
65. #endregion
66. }
67. }
68. ConfigReader.skillAreaInfoDic.Add(skillinfo.id, skillinfo. id);
69. }
70. }
71. }
72. public class SkillAreaConfig
73. {
74. public uint id;//id
75. public int aoeType;//
76. public string name;//名字
77. public string effect;//特效
78. public string sound;//声音
79. public float lifeTime;//生命周期
80. }