**Experiment Report - 08 – test4\_charge**

1. **Summary Table of Errors Found**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Error ID | Line Number | Error Type | CSCR? | Self-Detected? | LLM? |
| E01 | Line 36 | Syntax | √ |  | × |
| E02 | Line 44 | Semantic | √ |  | √ |
| E03 | Line 60 | Semantic | √ |  | √ |
| E04 | Line 34 (66) | Syntax |  | √ | √ |
| E05 | Line 42 (74) | Semantic |  | √ | × |
| E06 | Line 62 (94) | Semantic |  | × | √ |

Additional Errors Found by Self：0

CSCR Rate: 100%

Self-Review Detection Rate: 67%

LLM Rate: 67%

1. **Source Code**
2. import java.awt.\*;
3. import java.awt.event.ActionEvent;
4. import java.awt.event.ActionListener;
5. import java.io.\*;
6. import javax.swing.\*;
7. public class charge {
8. private String balance = "";
9. private String min;
10. private String max;
11. charge() {
12. *// JFrameのインスタンスを作成*
13. JFrame frame = new JFrame("charge");
14. *// ウィンドウのサイズを指定*
15. frame.setSize(new Dimension(500, 800));
16. *// デフォルトの閉じる動作を設定*
17. frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);
18. *//残高をbalance.csvファイルから読み込む*
19. file f = new file();
20. try {
21. balance = f.readFile("balance.csv");
22. *//System.out.println(balance);*
23. } catch (IOException e) {
24. e.printStackTrace();
25. }
26. *//残高の表示: ラベル*
27. JPanel panel0 = new JPanel();
28. panel0.setLayout(new BoxLayout(panel0, BoxLayout.Y\_AXIS));  *// 縦方向に配置*
29. frame.add(panel0, BorderLayout.CENTER);
30. JLabel balanceLabel = new JLabel("<html><font color='red'>balance : " + balance + " yen</font>");
31. panel0.add(balanceLabel);
32. panel0.add(Box.createVerticalStrut(20)); *//ラベル間に空白を追加*
33. *//チャージ*
34. min = "1000";
35. max = Integer.toString(500000 - Integer.parseInt(balance));
36. if(490000 < Integer.parseInt(balance)){
37. min = "-";
38. max = "-";
39. }
41. JLabel label1 = new JLabel("Plese enter the amount to charge.");
42. panel0.add(label1);
43. JLabel label2 = new JLabel("<html><font color='blue'>min:" +min+ "yen</font></html>");
44. panel0.add(label2);
45. JLabel label3 = new JLabel("<html><font color='blue'>max:" +max+ " yen</font></html>");
46. panel0.add(label3);
47. panel0.add(Box.createVerticalStrut(20)); *//ラベル間に空白を追加*
49. JLabel chargeLimit = new JLabel("");
50. panel0.add(chargeLimit);
51. if(490000 < Integer.parseInt(balance)){
52. chargeLimit.setText("The maximum charge amount has been reached.You can't charge.");
53. }
55. *//チャージ履歴の閲覧*
56. JButton btn1 = new JButton("View charging history.");
57. panel0.add();
58. panel0.add(Box.createVerticalStrut(500)); *//ラベル間に空白を追加*
59. *//ページ移動*
60. JPanel panel = new JPanel(new BorderLayout());
61. frame.add(panel, BorderLayout.SOUTH);
62. JPanel panel1 = new JPanel();
63. panel.add(panel1, BorderLayout.NORTH);
64. panel1.setLayout(new BoxLayout(panel1, BoxLayout.X\_AXIS));
65. JButton subPanel1 = new JButton();
66. subPanel1.add(new JLabel("wallet"));
67. Dimension buttonSize = new Dimension(106, 106);
68. subPanel1.setPreferredSize(buttonSize);
69. subPanel1.setMinimumSize(buttonSize);
70. subPanel1.setMaximumSize(buttonSize);
71. subPanel1.setSize(buttonSize);
72. subPanel1.setBackground(Color.WHITE);
73. panel1.add(subPanel1);
74. JButton subPanel2 = new JButton();
75. subPanel2.add(new JLabel("settlement"));
76. subPanel2.setPreferredSize(buttonSize);
77. subPanel2.setMinimumSize(buttonSize);
78. subPanel2.setMaximumSize(buttonSize);
79. subPanel2.setSize(buttonSize);
80. subPanel2.setBackground(Color.WHITE);
81. panel1.add(subPanel1);
82. JButton subPanel3 = new JButton();
83. subPanel3.add(new JLabel("charge"));
84. subPanel3.setPreferredSize(buttonSize);
85. subPanel3.setMinimumSize(buttonSize);
86. subPanel3.setMaximumSize(buttonSize);
87. subPanel3.setSize(buttonSize);
88. subPanel3.setBackground(Color.CYAN); *// 背景色を青に設定*
89. subPanel3.setForeground(Color.WHITE); *// テキストの色を白に設定*
90. panel1.add(subPanel3);
91. JButton subPanel4 = new JButton();
92. subPanel4.add(new JLabel("coupon"));
93. subPanel4.setPreferredSize(buttonSize);
94. subPanel4.setMinimumSize(buttonSize);
95. subPanel4.setMaximumSize(buttonSize);
96. subPanel4.setSize(buttonSize);
97. subPanel4.setBackground(Color.WHITE);
98. panel1.add(subPanel4);
99. *// ウィンドウを表示*
100. frame.setVisible(true);
101. }
102. public static void main(String[] args) {
103. new charge();
104. }
105. }