How to use?

Function 1: Detect Smells/Remove Markers

Right click on your project, then choose Robusta => Detect Smells, for adding markers to where bad smells are, or Remove Marker, for clearing existing markers.
```java
public class CExample {
    Logger log = Logger.getLogger(CExample.class);

    public void singleTry() throws IOException {
        FileInputStream fis = new FileInputStream("C:/file.txt");
        BufferedReader br = new BufferedReader(new InputStreamReader(fis));
        int content;
        while ((content = br.read()) != -1) {
            System.out.println((char) content);
            log.info("Before close");
        }
        br.close();
        fis.close();
    }
}
```
Function 2: Generate Density Report
1. Type "report" in the text field

2. Choose "Exception Code Smell Report" under "Robusta"

3. Click on "OK"
1. Choose your project on the dropdown list
2. Click on the "Generate"
Function 3: Generate Trend Report
1. Type "report" in the text field
2. Choose "Exception Code Smell Report" under "Robusta"
3. Click on "OK"
1. Choose your project here

2. Click on the "Trend Report" button

There is no report now!
Right click on your project, then choose Robusta => Enable RL Annotation.
Right click on your project => Properties => Robusta Detecting Settings => Setting Page => Remind me to add RL annotation, then click OK to save the setting.
You may see a warning to notify you to add a RL annotation to a method that throws a checked or un-checked exception.
Click on the marker corresponding to a RL annotation info, and in the prompted dialog choose Add@Tag(level=1, exception=xxxException)
An annotation should be defined for your method and when hovering on any method call of that method, information of the corresponding annotation should show up.