### Code Management in DevOps - Introduction to SonarQube

This worksheet covers the following topics to help you understand how to perform static code analysis using SonarQube.

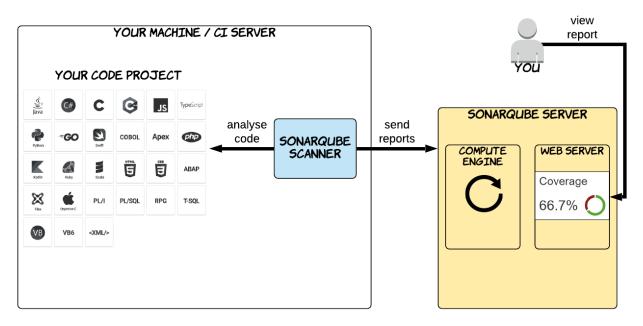
- Setup and configure locally hosted SonarQube server
- Identify how to use the **SonarLint** plugin and **practice code as you clean** using Eclipse IDE
- Examine **SonarQube dashboard** and identify the different components

#### Part 1: Step by Step guide to set up SonarQube server

## A. What is SonarQube?

As a refresher, SonarQube server is a standalone service which allows you to browse reports from all the different projects which have been scanned. To scan a specific codebase you run the SonarQube scanner. This is a local process that analyses your code then sends reports to the SonarQube server.

SonarQube is an open-source code quality assurance tool that performs static code analysis and produces reports used for **increasing code reliability**, helps to **reduce technical debts**, and helps to **re-enforce application security** for a project. For this exercise, we will be experiencing how to set up and configure a locally hosted SonarQube server and use **various plugins** to help us apply the **clean as you code approach**.



Reference: https://docs.sonarqube.org/latest/

To introduce SonarQube into a project, we will first have to set up a SonarQube server locally. For this exercise, we will use the build automation tool Maven to manage the dependencies required automatically.

For this project, we will also introduce JaCoCo, an open-source toolkit for measuring code coverage in a code base and reporting it through visual reports. JaCoCo will be in charge of computing the code coverage metric, analyses the code and generates an XML report, which is later ingested by SonarQube. SonarQube will perform the consolidation and produce the SonarQube reporting dashboard.

#### **Different ways of Integrating SonarQube**

- You can install a plugin Sonarlint in Eclipse or Intellij Idea, and get your code analyzed even before pushing it to the central repository.
- You can also create a Jenkins Job, and trigger it on new code push. It will take code from your code base and will analyze them.
- You can have a local instance of SonarQube running on your/ remote machine and using the Maven plugin you can analyze the code.
- There is one more way, using Docker. Nowadays setting up any tool is easy with Docker. We will see this in the subsequent module.

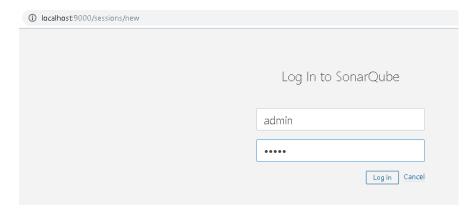
# B. <u>Installation of and setting up of locally hosted SonarQube Server</u>

- 1. Firstly, let us download SonarQube Community Edition.
  - For this exercise, we will be using <u>SonarQube 7.8 version</u> due to its compatibility with <u>Java</u>
     We will <u>not</u> use the latest version for this module and will not deploy the server locally.
  - After you have downloaded the file, copy the .zip file into a working folder (for this example, we will be using the Documents folder).
  - Unzip the SonarQube folder and navigate to **bin** > (Depending on your OS version)

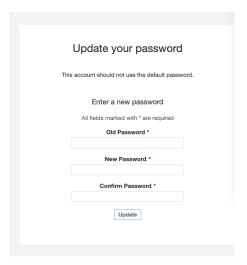
# Windows 1. There will be a file, with the name StartSonar.bat. 2. Use this to launch SonarQube. (Windows firewall might attempt to block the process's execution, select allow all to start up the SonarQube application server. 3. In the command prompt there should be a success message, stating that "SonarQube is up". Note: You can access **conf > sonar.properties** for configuration purposes such as database, LDAP, webserver, SSO authentication, logging, port number, and many more. For this exercise, we will not be amending any configuration. By default, SonarQube runs on "http://localhost:9000". If you want to change the port, open sonar.properties file from config folder and update. macosx In the command prompt 1. sh sonar.sh start /usr/bin/java Starting SonarQube.. oved stale pid file: ./SonarQube.pid 2. sh sonar.sh status genesis@Keyons-MacBook-Pro ~/D/s/b/macosx-universal-64 [1]> usr/bin/java rQube is running (7261).

• Once the server started, log in to the SonarQube server on http://localhost:9000 using the default username and password credentials:

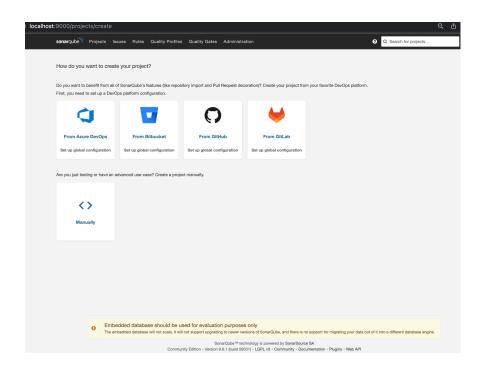
i. login: adminii. password: admin



You should see the screen below if you have successfully started and login to the SonarQube server. Where it will force the account to update the password.



Currently the Home page after login will not have any information, as we are yet to Integrate our project with SonarQube.



We will come back to the server later when we want to analyze our project. Now, let's
install our SonarLint plugin and create our maven project using Eclipse IDE.

#### C. Identify how to use the SonarLint plugin and practice code as you clean using Eclipse IDE

SonarLint is an IDE extension that enables us to fix coding issues before they exist, similar to the concept of a spell checker. In Eclipse, we can make use of the Eclipse Marketplace to install the plugin for free.

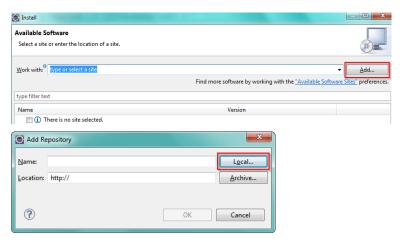
- 1. Firstly, we will be creating a sample maven project using Eclipse for today's lab exercise.
- 2. Make use of the "maven-archetype-quickstart" archetype to create a maven project. You can refer to previous lab exercises on how to do so.
- 3. Enter com.sddevops as the Group Id and sonarqube\_maven.eclipse as the Artifact Id. The package name should be com.sddevops.sonarqube \_maven.eclipse
- 4. After you have created the project, we will walk through how to install the SonarLint plugin and retrieve the **required dependencies for SonarQube** from <u>maven repositories</u> to facilitate static code analysis for the project.
  - Firstly, we will install the plugin in Eclipse:
    - i. Click on Help > Eclipse Marketplace
    - ii. Search for "SonarLint"



 Click on Install > Confirm (agree to the license agreement) and Finish to install the plugin.

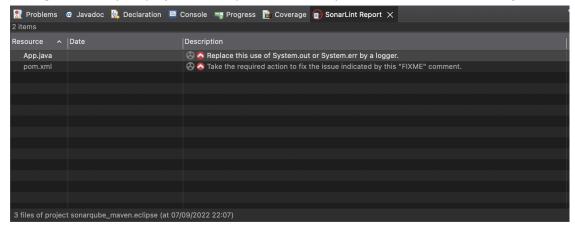
Note: If you are getting errors when trying to install sonarlint. Perhaps you are behind a corporate proxy and might have SSL issues. Also check java 11 as a runtime and the latest Eclipse version.

Alternatively, you may <u>download</u> the latest version (zip). Followed by unzipping the file and Click on Help > Install New Software. Locate your file.



iv. Once the installation is complete, a prompt should ask you to restart Eclipse IDE and click on Restart.

• After you have restarted Eclipse IDE, SonarLint should auto analyze your project; you can also right-click on your project or files you want to analyze and click **SonarLint > Analyze**.



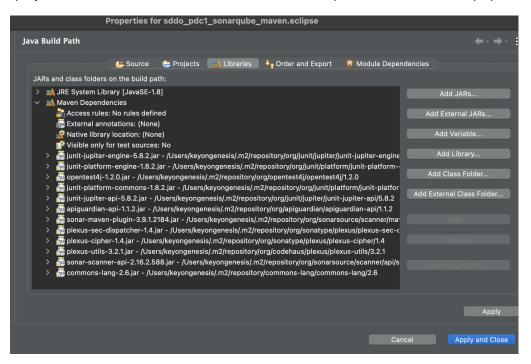
- You can see the SonarLint Report using the report view or when you hover over your code.
- Next, let us install our required dependencies for SonarQube. In the Package Explorer, expand all the folders in the shared project
- Open up the pom.xml file and add the necessary properties. You can find the maven repository metadata here:

```
properties>
 ct.build.sourceEncoding>UTF-8/project.build.sourceEncoding>
 <maven.compiler.source>1.8</maven.compiler.source>
 <maven.compiler.target>1.8</maven.compiler.target>
</properties>
 <dependencies>
   <dependency>
     <groupId>org.junit.jupiter
     <artifactId>junit-jupiter-engine</artifactId>
     <version>5.8.2</version>
   </dependency>
   <dependency>
     <groupId>org.sonarsource.scanner.maven
     <artifactId>sonar-maven-plugin</artifactId>
     <version>3.9.1.2184
   </dependency>
 </dependencies>
```

• Next, let's add/amend the necessary plugins in the pom.xml file, dependencies section.

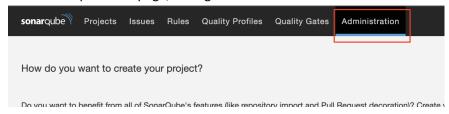
Lastly, let's configure the plugin that integrates our Maven project with Sonar.

After we have declared the required dependencies, save and refresh your project. Check the
build path and see the libraries being added into the Maven dependency. You can do so by
right-clicking on your project name and click on Build Path > Configure the Build Path for your
project and check under the Libraries tab > Maven Dependencies of the newly opened window:

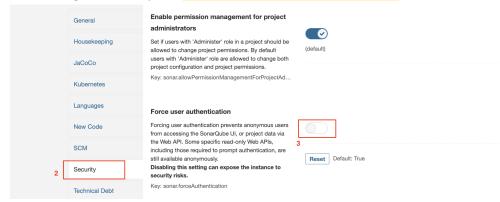


Run mvn test, the JaCoCo code coverage report will be generated at target/site/jacoco/\*

5. Go to sonarqube web page, then go to administration



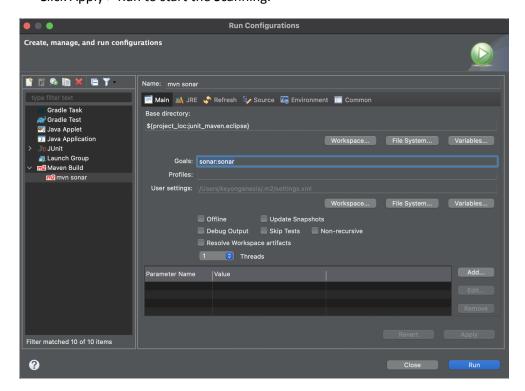
After that, go to security and disable "Force User Authentication".



- 6. Now that we've defined the required dependency and plugin let us test it out by executing **mvn clean Install** to build our project and **mvn sonar:sonar** to perform the scan
  - Right-click on your project, run as Maven clean Install to build our project.

Note: Ensure that you did not fail any unit test here, or the code coverage reports will not be generated!

- Right-click on your project > Run As > Run Configuration; in the pop-up, right-click on Maven Build on the left-hand panel and select New Configuration. Input the Base directory as your project directory and Goals as *sonar:sonar*
- Select the JRE tab and select Workspace default JRE (1.8).
- Click Apply > Run to start the Scanning.



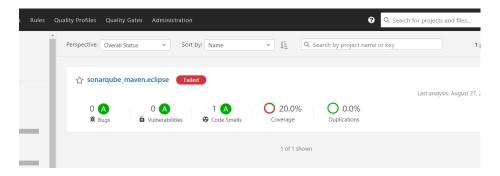
Once you see in the console "ANALYSIS SUCCESSFUL," your project has been scanned, and a link to your SonarQube report dashboard has been successfully generated.

#### B. Examine SonarQube dashboard and identify the different components

Now that we have analyzed our project and generated the SonarQube + JaCoCo analysis report, let's navigate back to our SonarQube server on http://localhost:9000 to see the updated version dashboard.

Alternatively, you may view the console and view the results of the dashboard via this link.

- Login to SonarQube server on http://localhost:9000 using the default credentials:
  - a. login: adminb. password: admin



- From the screen above, you should see our project SonarQube dashboard along with our JaCoCo Code coverage %.
- Click on your project name "sonarqube\_maven.eclipse" to access the project dashboard.

#### **Mini-Activity**

Identify the various component in the SonarQube project dashboard and match them to their description:

Components	Description
	Percentage of lines of code covered by tests
	Identical lines of code or same blocks of code
	Coding error that will break your code immediately
	Security-sensitive code
	Code that hackers can exploit
	Set of conditions to enforce quality policy for your organization
	Code that can be confusing or difficult to maintain
	Estimated time takes to fix all code smells

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- Take some time to look through the different screens and identify the various component in the dashboard:
  - a. Vulnerabilities
  - b. Security Hotspots
  - c. Issues
  - d. Measures
  - e. Code
  - f. Rules
  - g. Quality Profile
  - h. Quality Gates
  - i. Bugs
  - j. Technical debt
  - k. Coverage
  - I. Code Smells
  - m. Duplications and Duplicated Blocks
- For this exercise, we will **not** be configuring the quality gate or profiles. But take some time to look through the different screens and their description to appreciate the tool better.

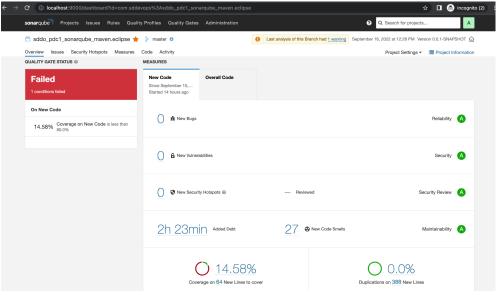
# Part 2: Implement SonarQube into your Project

1) In your previous project **junit\_maven\_eclipse**, there are three files: Song.java, SongCollection.java, and SongCollectionTest.java. Import those three files into your current SonarQube project and use SonarQube to analyze the project.

Note: Ensure that there are no fail test cases in your SongCollectionTest.java file or that the code coverage report will not be generated.

2) Look at the updated dashboard code coverage percentage, go to the following link:

<a href="http://localhost:9000/component\_measures?id=com.sddevops%3Asonarqube\_maven.eclipse&metric=new\_coverage&view=list">http://localhost:9000/component\_measures?id=com.sddevops%3Asonarqube\_maven.eclipse&metric=new\_coverage&view=list</a> (Project > Code Coverage) to identify the code coverage for your project:



3) Based on the code coverage analysis, modify your code to increase the coverage to > 80%. **Optional (Advance Topic)** 



Congratulations, in this lesson, you have successfully:

- Setup and configure locally hosted SonarQube server
- Identify how to use the SonarLint plugin and practice code as you clean using Eclipse IDE
- Examine SonarQube dashboard and identify the different components