

## demo1 1.0

css:Sonar way java:Sonar way js:Sonar way web:Sonar way xml:Sonar way 2023-06-15







# 目录

1. demo1	Page 1
1.1. 概述	1
1.2. 问题分析	2
1.3. 问题详情	3
1.4. 质量配置	59



969



### 1. demo1

报告提供了项目指标的概要,显示了与项目质量相关的最重要的指标。如果需要获取更详细的信息,请登陆网站进一步查询。

报告的项目为demo1, 生成时间为2023-06-15, 使用的质量配置为 css:Sonar way java:Sonar way js:Sonar way web:Sonar way xml:Sonar way, 共计 676条规则。

### 1.1. 概述

### 编码问题

Bug	可靠性修复工作
178	13h7min

0 Omin

坏味道	技术债务
791	40d3h21min

开启问题

707	71701382	
问题	重开问题	0
1 SACE	确认问题	0
	误判问题	0
	不修复的问题	0
	已解决的问题	0
	已删除的问题	0
	阻断	7
	严重	51
	主要	786
	次要	112
	提示	13

### 静态分析

969

项目规模



### demo1

Sonar Report

46852	行数	58959
代码行数	方法	2168
1 4.51520	类	13
	文件	250
	目录	N/A
	重复行(%)	59.8

#### 复杂度

 8418
 文件
 70.7

 复杂度

#### 注释(%)

9.9注释行数5169注释(%)

### 动态分析

0.2	4	代码覆盖率(%)	0.2
覆盖率(%)	单元测试数	分支覆盖率(%)	0.0
152m 1 (74)	1 7 0 1/3 1/2 0 2/2	单元测试失败数	0
		单元测试错误数	0
		单元测试忽略数	0
		单元测试成功率(%)	100.0

### 1.2. 问题分析

违反最多的规则TOP10	
Variables should not be shadowed	185
Assignments should not be made from within sub-expressions	183
Ternary operators should not be nested	76
Variables and functions should not be redeclared	54
Non-empty statements should change control flow or have at least one side-effect	48





Selectors should not be duplicated	32
"" tags should have a description	25
Cognitive Complexity of functions should not be too high	22
Sections of code should not be commented out	22
Attributes deprecated in HTML5 should not be used	21

违规最多的文件TOP5	
jquery-3.5.1.js	216
jquery-3.5.1.js	216
bootstrap.js	60
bootstrap.js	60
prettify.js	49

复杂度最高的文件TOP5	
jquery-3.5.1.js	2608
jquery-3.5.1.js	2608
bootstrap.js	629
bootstrap.js	629
bootstrap-datetimepicker.js	589

重复行最多的文件TOP5	
jquery-3.5.1.js	10859
jquery-3.5.1.js	10859
bootstrap.js	2574
bootstrap.js	2574
bootstrap-datetimepicker.js	1940

## 1.3. 问题详情

1	
规则	Variables should not be shadowed
フル・リリ	Valiables siloulu ilot de siladowed



Overriding or shadowing a variable declared in an outer scope can strongly impact the readability, and therefore the maintainability, of a piece of code. Further, it could lead maintainers to introduce bugs because they think they're using one variable but are really using another.

CERT, DCL01-C. - Do not reuse variable names in subscopes CERT, DCL51-J. - Do not shadow or obscure identifiers in subscopes

文件名称	违规行
index.js	36
bootstrap.js	998, 1024, 1403, 1403, 1416
jquery-3.5.1.js	397, 414, 530, 532, 545, 570, 571, 574, 575, 579, 580, 628, 657, 664, 746, 755, 756, 957, 958, 1078, 1081, 1112, 1223, 1233, 1233, 1275, 1540, 1688, 1720, 1858, 1926, 2067, 2070, 2098, 2101, 2186, 2261, 2269, 2277, 2289, 2384, 2394, 2463, 2475, 2486, 2512, 2609, 2673, 2793, 2836, 2935, 2949, 2961, 2992, 3071, 3330, 3680, 3748, 4004, 4173, 4512, 4513, 4809, 5612, 6035, 6252, 6325, 7122, 7122, 7554, 7555, 7596, 7600, 8089, 8274, 8311, 8487, 8991, 9397, 10592, 10592, 10651, 10651
index.js	36
bootstrap.js	998, 1024, 1403, 1403, 1416





	1
jquery-3.5.1.js	397, 414, 530, 532, 545, 570, 571, 574, 575, 579, 580, 628, 657, 664, 746, 755, 756, 957, 958, 1078, 1081, 1112, 1223, 1233, 1233, 1275, 1540, 1688, 1720, 1858, 1926, 2067, 2070, 2098, 2101, 2186, 2261, 2269, 2277, 2289, 2384, 2394, 2463, 2475, 2486, 2512, 2609, 2673, 2793, 2836, 2935, 2949, 2961, 2992, 3071, 3330, 3680, 3748, 4004, 4173, 4512, 4513, 4809, 5612, 6035, 6252, 6325, 7122, 7122, 7554, 7555, 7596, 7600, 8089,
	7122, 7554, 7555, 7596, 7600, 8089, 8274, 8311, 8487, 8991, 9397, 10592, 10592, 10651, 10651
prettify.js	415, 415, 474, 491, 500, 1085, 1466

规则 Assignments should not be made from within sub-expressions



```
规则描述
                  Assignments within sub-expressions are hard to spot and
                  therefore make the code less readable. Ideally, sub-expressions
                  should not have
                  side-effects.
                  Noncompliant Code Example
                  if (val = value() && check()) { // Noncompliant
                  Compliant Solution
                  val = value();
                  if (val & & check()) {
                  // ...
                  Exceptions
                  The rule does not raise issues for the following patterns:
                    assignments at declaration-level: let a = b = 0;
                    chained assignments: a = b = c = 0;
                    relational assignments: (a = 0)! = b
sequential assignments: (a = 0)! = b
sassignments in lambda body: () = > a = 0
                    conditional assignment idiom: a \parallel (a = 0)
                    assignments in (do-)while conditions: while (a = 0);
                  See
                     MITRE, CWE-481 - Assigning instead of Comparing
                     CERT, EXP45-C. - Do not perform assignments in selection
                  statements
                     CERT, EXP51-J. - Do not perform assignments in conditional
                  expressions
```

文件名称	违规行
bootstrap-datetimepicker.js	62, 96, 1478
bootstrap.js	121, 148, 258, 384, 424, 485, 708, 724, 809, 838, 895, 1240, 1496, 1880, 1943, 2053, 2067, 2229, 2383, 2485, 2543



jquery-3.5.1.js	726, 783, 787, 821, 860, 863, 914, 1085, 1086, 1315, 1420, 1420, 1667, 1872, 2073, 2105, 2106, 2150, 2157, 2335, 2341, 2354, 2448, 2442, 2449, 2491, 2554, 2555, 2568, 2571, 2574, 2580, 2583, 2620, 2630, 2656, 2724, 2838, 2848, 2870, 2873, 2876, 2965, 2996, 3331, 3661, 3665, 4773, 5224, 5227, 5272, 5315, 5413, 5417, 6214, 6638,
	6673, 7286, 7316, 8148, 8574, 8598, 8703, 9061, 9065, 9090, 10166
bootstrap-datetimepicker.js	62, 96, 1478
bootstrap.js	121, 148, 258, 384, 424, 485, 708, 724, 809, 838, 895, 1240, 1496, 1880, 1943, 2053, 2067, 2229, 2383, 2485, 2543
jquery-3.5.1.js	726, 783, 787, 821, 860, 863, 914, 1085, 1086, 1315, 1420, 1420, 1667, 1872, 2073, 2105, 2106, 2150, 2157, 2335, 2341, 2354, 2438, 2442, 2449, 2491, 2554, 2555, 2568, 2571, 2574, 2580, 2583, 2620, 2630, 2656, 2724, 2838, 2848, 2870, 2873, 2876, 2965, 2996, 3331, 3661, 3665, 4773, 5224, 5227, 5272, 5315, 5413, 5417, 6214, 6638, 6673, 7286, 7316, 8148, 8574, 8598, 8703, 9061, 9065, 9090, 10166
prettify.js	455



```
规则
         Ternary operators should not be nested
                   Just because you can do something, doesn't mean you should, and that's the case with nested ternary operations. Nesting ternary
规则描述
                    results in the kind of code that may seem clear as day when you
                    write it, but six months later will leave maintainers (or worse -
                    future you)
                    scratching their heads and cursing.
                    Instead, err on the side of clarity, and use another line to express
                    the nested operation as a separate statement.
                    Noncompliant Code Example
                    function getReadableStatus(job) {
                    return job.isRunning() ? "Running" : job.hasErrors() ? "Failed" : "Succeeded "; // Noncompliant
                    Compliant Solution
                    function getReadableStatus(job) {
                    if (job.isRunning()) {
  return "Running";
                     return job.hasErrors() ? "Failed" : "Succeeded";
```

文件名称	违规行
bootstrap-datetimepicker.js	96, 96, 98, 99, 115, 116, 985, 1744, 1788
bootstrap.js	1649, 1650, 1651, 1809, 1818, 1819
jquery-3.5.1.js	683, 1554, 1556, 1557, 1558, 1592, 1593, 1665, 1667, 1900, 1901, 1902, 1903, 1904, 1905, 2279, 2376, 2532, 2532, 2965, 9629
bootstrap-datetimepicker.js	96, 96, 98, 99, 115, 116, 985, 1744, 1788
bootstrap.js	1649, 1650, 1651, 1809, 1818, 1819
jquery-3.5.1.js	683, 1554, 1556, 1557, 1558, 1592, 1593, 1665, 1667, 1900, 1901, 1902, 1903, 1904, 1905, 2279, 2376, 2532, 2532, 2965, 9629
prettify.js	321, 1093, 1098, 1099

规则

Variables and functions should not be redeclared



```
规则描述
```

```
This rule checks that a declaration doesn't use a name that is
already in use. Indeed, it is possible to use the same symbol
multiple times as
either a variable or a function, but doing so is likely to confuse
maintainers. Further it's possible that such reassignments are
made in error, with
the developer not realizing that the value of the variable is
overwritten by the new assignment.

This rule also applies to function parameters.

Noncompliant Code Example
var a = 'foo';
function a() {} // Noncompliant console.log(a); // prints "foo"
function myFunc(arg) {
  var arg = "event"; // Noncompliant, argument value is lost
fun(); // prints "bar"
function fun() {
 console.log("foo");
fun(); // prints "bar"
function fun() { // Noncompliant
 console.log("bar");
fun(); // prints "bar"
Compliant Solution
var a = 'foo';
function otherName() {}
console.log(a);
function myFunc(arg) {
 var newName = "event";
fun(); // prints "foo"
function fun() {
 print("foo");
fun(); // prints "foo"
function printBar() {
print("bar");
printBar(); // prints "bar"
```

文件名称 违规行



bootstrap-datetimepicker.js	60, 60, 834, 886, 1151, 1152, 1153, 1154, 1155, 1156, 1182, 1619, 1620, 1676, 1683, 1717, 1806, 60, 60, 834, 886, 1151, 1152, 1153, 1154, 1155, 1156, 1182, 1619, 1620, 1676, 1683, 1717, 1806
prettify.js	325, 450, 462, 463, 515, 520, 520, 521, 528, 537, 537, 544, 545, 565, 565, 566
sort.js	35, 37, 74, 80

规则 Non-side-e	empty statements should change control flow or have at least one effect
规则描述	Any statement (other than a null statement, which means a statement containing only a semicolon;) which has no side effect and does not result in a change of control flow will normally indicate a programming error, and therefore should be refactored. Noncompliant Code Example
	a == 1; // Noncompliant; was assignment intended? var msg = "Hello, " "World!"; // Noncompliant; have we forgotten '+' operator on previous line?
	See
	MITRE, CWE-482 - Comparing instead of Assigning

文件名称	违规行
bootstrap-datetimepicker.js	1710
bootstrap.js	11, 28, 88, 184, 310, 448, 558, 653, 770, 936, 1017, 1134, 1295, 1973, 2097, 2270, 2347, 2426
jquery-3.5.1.js	733, 2197, 8208, 8218, 8221
bootstrap-datetimepicker.js	1710
bootstrap.js	11, 28, 88, 184, 310, 448, 558, 653, 770, 936, 1017, 1134, 1295, 1973, 2097, 2270, 2347, 2426
jquery-3.5.1.js	733, 2197, 8208, 8218, 8221





规则 Selec	Selectors should not be duplicated	
<mark>规则描述</mark> Duplication of selectors might indicate a copy-paste mistake rule detects the following kinds of duplications:		
	within a list of selectors in a single rule set for duplicated selectors in different rule sets within a single stylesheet.	
	Noncompliant Code Example	
.foo, .bar, .foo { } /* Noncompliant */		
	.class1 { } .class1 { } /* Noncompliant */	
	Compliant Solution	
	.foo, .bar { }	
	.class1 { } .class2 { }	
文件名称		

文件名称	违规行
bootstrap.css	1080, 1084, 1099, 1112, 1115, 1146, 1529, 1558, 2349, 2589, 2595, 2612, 2620, 4143
demo.css	182, 285
bootstrap.css	1080, 1084, 1099, 1112, 1115, 1146, 1529, 1558, 2349, 2589, 2595, 2612, 2620, 4143
demo.css	182, 285

规则	"" tags should have a description
----	-----------------------------------



In order to be accessible to visually impaired users, it is important that tables provides a description of its content before the data is accessed.

The simplest way to do it, and also the one recommended by WCAG2 'is to add a

<caption> element inside the . Other technics this rule accepts are:

adding a concise description via aria-label or a href="https://www.w3.org/TR/wai-aria/#aria-labelledby"> aria-labelledby"> aria-labelledby attributes in the .
referencing a description element with an aria-describedby

attribute in the .

embedding the inside a <figure> which also contains a <figcaption> .
 adding a summary attribute to the tag. However

note that this attribute has been deprecated in HTML5.

See W3C WAI Web Accessibility Tutorials for more information.

This rule raises an issue when a has neither of the previously mentioned description mechanisms.

Noncompliant Code Example

<!-- Noncompliant -->

**Compliant Solution** Adding a <caption> element.

<caption>New York City Marathon Results 2013</caption>

Adding an aria-describedby attribute.

New York City Marathon Results 2013 

Embedding the table in a <figure> which also contains a <figcaption> .

<figure>

<figcaption>New York City Marathon Results 2013</figcaption> <table'>

</figure>

Adding a summary attribute. However note that this attribute has been deprecated in HTML5.



**Exceptions** 

No issue will be raised on used for layout purpose, i.e.

when it contains a role attribute set to

"presentation" or "none". Note that using for layout purpose is a bad practice.

No issue will be raised either on containing an ariahidden attribute set to "true". See

WCAG2, 1.3.1 - Info and Relationships WCAG2, H39 - Using caption elements to associate data table captions with data tables

文件名称	违规行
index.html	26, 31, 26, 31
HttpResponseEntity.html	1
index.html	1
index.source.html	1
UUIDUtil.html	1
index.html	1
index.source.html	1
UserController.html	1
index.html	1
index.source.html	1
UserEntity.html	1
index.html	1
index.source.html	1
UserService.html	1
index.html	1
index.source.html	1
Demo1Application.html	1
index.html	1
index.source.html	1
index.html	1
jacoco-sessions.html	1, 1

Complexity will be difficult to maintain. See	规则 Cognitive Complexity of functions should not be too high		
Cognitive Complexity	规则描述		



demo1

文件名称	违规行
index.js	37
bootstrap-datetimepicker.js	36
bootstrap.js	1112, 1467, 1603, 1973, 2458
jquery-3.5.1.js	40
index.js	37
bootstrap-datetimepicker.js	36
bootstrap.js	1112, 1467, 1603, 1973, 2458
jquery-3.5.1.js	40
prettify.js	308, 354, 675, 809, 1068, 1378

规则	见则 Sections of code should not be commented out		
规则描述 Programmers should not comment out code as it bloats program and reduces readability. Unused code should be deleted and can be retrieved from source control history if required.			
文件名称	7		违规行
index.js		27, 92	
bootstrap-datetimepicker.js		1220, 1228, 1236, 1443	
jquery-3.5.1.js		3924, 3939, 3943, 3955, 3968	
index.js		27, 92	
bootstrap-datetimepicker.js		1220, 1228, 1236, 1443	
jquery-3	3.5.1.js		3924, 3939, 3943, 3955, 3968

规则	Tables should have headers	
ויאלועל	Tables silvulu liave lieaueis	



```
规则描述
               Assistive technologies, such as screen readers, use  headers
               to provide some context when users navigates a table. Without
               it the user gets rapidly lost in the flow of data.

Headers should be properly associated with the corresponding
                 cells by using either a scope attribute or headers and id attributes. See  W3C WAI Web Accessibility
Tutorials  for more information.
               This rule raises an issue whenever a  does not contain
               any    elements.
Noncompliant Code Example
                <!-- Noncompliant -->
                Name
                 Age
                John Doe
                 24
                Alice Doe
                 54
                Compliant Solution
               Name
Age
                John Doe
                 24
                Alice Doe
                 54
                No issue will be raised on  used for layout purpose, i.e.
               when it contains a role attribute set to "presentation" or "none". Note that using  for layout
               purpose is a bad practice.
               No issue will be raised on  containing an aria-hidden
               attribute set to "true".
               See
                 WCAG2, 1.3.1  - Info
                and Relationships
                 WCAG2, H51 - Using table markup to present tabular
               information
```

文件名称	违规行
HttpResponseEntity.html	1





index.html	1
index.source.html	1
UUIDUtil.html	1
index.html	1
index.source.html	1
UserController.html	1
index.html	1
index.source.html	1
UserEntity.html	1
index.html	1
index.source.html	1
UserService.html	1
index.html	1
index.source.html	1
Demo1Application.html	1
index.html	1
index.source.html	1
index.html	1
jacoco-sessions.html	1, 1

规则 Attributes deprecated in HTML5 should not be used



With the advent of HTML5, many old attributes were deprecated. To ensure the best user experience, deprecated attributes should not be used. This rule checks for the following deprecated attributes, where CSS should be used instead.

```
Attributes
    Attribute
    Removed from
     accept
     form
    caption, col, div, embed, h1-h6, hr, iframe, img, input, legend, object, p, table, tbody, thead, tfoot, td, th, tr
     alink
     body
     allowtransparency
     iframe
     archive
     object
     axis
     td, th
     background
    body, table, thead, tbody, tfoot, tr, td,
     body, table, td, th, tr
     img (border="0" allowed), object
     bordercolor
     table
    cellpadding table
```

cellspacing



```
table
col, tbody, thead, tfoot, td, th, tr
charoff
col, tbody, thead, tfoot, td, th, tr
charset
a, link
classid
object
clear
 br
code
object
codebase
object
codetype
object
color
hr
compact
dl, ol, ul
coords
datafld
a, applet, button, div, fieldset, frame, iframe, img, input, label, legend, marquee, object, param, select, span, textarea
dataformatas
button, div, input, label, legend, marquee, object, option, select, span, table
datapagesize
table
```



```
datasrc
a, applet, button, div, frame, iframe, img, input, label, legend, marquee, object, option, select, span, table, textarea
declare
object
event
script
for
script
frame
table
frameborder
 iframe
height
td , th
hspace
embed, iframe, img, input, object
ismap
input
langauge
script (language="javascript" , case insensitive, allowed)
link
body
lowsrc
img
marginbottom body
marginheight body , iframe
marginleft
body
```



```
marginright body
margintop
body
marginwidth body , iframe
methods
a, link
a (name="[a's element id]" allowed), embed, img, option
nohref
area
noshade
hr
nowrap
td , th
profile
head
rules
table
scheme
meta
scope
td
scrolling iframe
shape
size
hr
```



```
standby
object
    summary
    table
    target
link
    text
    body
    type
li, param, ul
    urn
    a, link
    usemap
     input
    valign col , tbody , thead , tfoot , td , th , tr
    valuetype
param
    version
    html
    vlink
    body
    embed, iframe, img, input, object
    width
    col, hr, pre, table, td, th
See
  W3C, Differences in HTML5 WHATWG, Obsolete Features
```

文件名称 违规行







HttpResponseEntity.html	1
index.html	1
index.source.html	1
UUIDUtil.html	1
index.html	1
index.source.html	1
UserController.html	1
index.html	1
index.source.html	1
UserEntity.html	1
index.html	1
index.source.html	1
UserService.html	1
index.html	1
index.source.html	1
Demo1Application.html	1
index.html	1
index.source.html	1
index.html	1
jacoco-sessions.html	1, 1

规则 "" tags should have "id" or "scope" attributes



Associating headers, i.e. elements, with their cells enables screen readers to announce the header prior to the data. This considerably increases the accessibility of tables to visually

impaired users.
There are two ways of doing it:

Adding a scope attribute to headers.
Adding an id attribute to headers and a headers
attribute to every 
element.

It is recommended to add scope attributes to headers whenever possible. Use and only when is not capable of associating cells to their headers. This happens for very complex tables which have headers splitting the data in multiple subtables. See a href="https://www.w3.org/WAI/tutorials/tables/tips/">W3C WAI Web Accessibility Tutorials for more information.

Note that complex tables can often be split into multiple smaller tables, which improves the user experience.

This rule raises an issue when a element has neither id nor scope attributes set.

Noncompliant Code Example

```
<caption>Contact Information</caption>
<
 Name
                        <!-- Non-Compliant
 Phone#
                         <!-- Non-Compliant
 City
                       <!-- Non-Compliant --
1.
 Joel Garner
                         <!-- Non-Compliant
 412-212-5421
 Pittsburgh
2.
                        <!-- Non-Compliant
 Clive Lloyd
 410-306-1420
 Baltimore
Compliant Solution
<caption>Contact Information</caption>
 Name
                           <!-- Compliant
```



文件名称

```
Phone#
                          <!-- Compliant
 City
                        <!-- Compliant --
1.
 Joel Garner
                          <!--
Compliant -->
 412-212-5421
 Pittsburgh
2.
 Clive Lloyd
                          <!--
Compliant -->
 410-306-1420
 Baltimore
or:
<caption>Contact Information</caption>
Name
                         <!-- Compliant
                          <!-- Compliant
 Phone#
 City
                       <!-- Compliant -->
Joel Garner
                              <!--
 headers="phone person1">412-212-5421
 Pittsburgh
2.
 Clive Lloyd
                              <!--
Compliant -->
 d headers="phone person2">410-306-1420
 Baltimore
See
 WCAG2, 1.3.1  - Info
and Relationships
 WCAG2, H43 - Using id and headers attributes to associate
data cells with header
cells in data tables
```

违规行



### demo1

Sonar Report

index.html	29, 30, 31, 32, 34, 35, 36, 37, 38, 39, 29, 30, 31, 32, 34, 35, 36, 37,
	38, 39

规则

Image, area and button with image tags should have an "alt" attribute



The alt attribute provides a textual alternative to an image. It is used whenever the actual image cannot be rendered. Common reasons for that include:

The image can no longer be found
Visually impaired users using a screen reader software
Images loading is disabled, to reduce data consumption on
mobile phones

It is also very important to not set an alt attribute to a non-informative value. For example <img ... alt="logo"> is useless as it doesn't give any information to the user. In this case, as for any other decorative image, it is better to use a CSS background image

instead of an <img> tag. If using CSS background-image is not possible, an empty alt="" is tolerated. See Exceptions bellow.

This rule raises an issue when

an <input type="image"> tag or an <area> tag have no alt attribute or their alt &nbsp;attribute has an empty string value. an <img> tag has no alt attribute.

#### Noncompliant Code Example

```
<img src="foo.png" /> <!-- Noncompliant -->
<input type="image" src="bar.png" /> <!-- Noncompliant -->
<input type="image" src="bar.png" alt="" /> <!-- Noncompliant -->
<img src="house.gif" usemap="#map1"
    alt="rooms of the house." />
<map id="map1" name="map1">
    <area shape="rect" coords="0,0,42,42"
    href="bedroom.html"/> <!-- Noncompliant -->
    <area shape="rect" coords="0,0,21,21"
    href="lounge.html" alt=""/> <!-- Noncompliant -->
</map>
```

#### **Compliant Solution**

<img src="foo.png" alt="Some textual description of foo.png" />
<input type="image" src="bar.png" alt="Textual description of bar.png" />

```
<img src="house.gif" usemap="#map1"
alt="rooms of the house." />
<map id="map1" name="map1">
<area shape="rect" coords="0,0,42,42"
href="bedroom.html" alt="Bedroom" />
<area shape="rect" coords="0,0,21,21"
href="lounge.html" alt="Lounge"/>
</map>
```

#### Exceptions

<img> tags with empty string&nbsp; alt="" attributes won't
raise any issue. However this technic should be used in
two cases only:

When the image is decorative and it is not possible to use a CSS background image. For example, when the decorative <img> is



generated via javascript with a source image coming from a database, it is better to use an <img alt=""> tag rather than generate ČSS code.

When the image is not decorative but it's alt text would repeat a nearby text. For example, images contained in links should not duplicate the link's text in their alt attribute, as it would make the screen reader repeat the text twice.

```
<a href="flowers.html">
  <img src="tulip.gif" alt="" />
  A blooming tulip
</a>
```

In all other cases you should use CSS background images. See W3C WAI Web Accessibility Tutorials for information.

See

WCAG2, H24 - Providing text alternatives for the area elements of image maps

WCAG2, H36 - Using alt attributes on images used as submit buttons

WCAG2, H37 - Using alt attributes on img elements WCAG2, H67 - Using null alt text and no title attribute on img elements for images

that AT should ignore

WCAG2, H2 - Combining adjacent image and text links for the same resource

WCAG2, 1.1.1 - Non-text Content WCAG2, 2.4.4 - Link Purpose (In Context) WCAG2, 2.4.9 - Link Purpose (Link Only)

·	
文件名称	违规行
index.html	5, 11, 15, 20, 51, 63, 75, 18
demo_index.html	40
index.html	5, 11, 15, 20, 51, 63, 75, 18
demo index.html	40

规则 Unnecessary imports should be removed



### The imports part of a file should be handled by the Integrated 规则描述 Development Environment (IDE), not manually by the developer. Unused and useless imports should not occur if that is the case. Leaving them in reduces the code's readability, since their presence can be confusing. Noncompliant Code Example package my.company; import java.lang.String; always implicitly imported // Noncompliant; java.lang classes are import my.company.SomeClass; // Noncompliant; same-package files are always implicitly imported import java.ió.File; // Noncompliant; File is not used import my.company2.SomeType; import my.company2.SomeType; // Noncompliant; 'SomeType' is already imported class ExampleClass { public String someString; public SomeType something; Exceptions Imports for types mentioned in comments, such as Javadocs, are

文件名称	违规行
ProjectController.java	5, 6
UserController.java	13, 15
UserEntityMapper.java	6, 9
ProjectService.java	3
UserService.java	6, 11, 12
Demo1ApplicationTests.java	6, 11, 19
DemoProjectTests.java	6, 11, 16, 19

ignored.

规则 Standard outputs should not be used directly to log anything



When logging a message there are several important requirements which must be fulfilled:

The user must be able to easily retrieve the logs

The format of all logged message must be uniform to allow the user to easily read the log

Logged data must actually be recorded Sensitive data must only be logged securely

If a program directly writes to the standard outputs, there is absolutely no way to comply with those requirements. That's why defining and using a

dedicated logger is highly recommended.

Noncompliant Code Example

System.out.println("My Message"); // Noncompliant

Compliant Solution

logger.log("My Message");

See

CERT, ERR02-J. - Prevent exceptions while logging data

文件名称	违规行
ProjectController.java	42, 68, 94, 120
UserController.java	41, 65, 89, 113, 137
Demo1ApplicationTests.java	46, 68, 92, 113
DemoProjectTests.java	46, 68, 91, 111

```
规则
        Properties should not be duplicated
规则描述
                 CSS allows duplicate property names but only the last instance of
                a duplicated name determines the actual value that will be used
                Therefore, changing values of other occurrences of a duplicated
                name will have no effect and may cause misunderstandings and
                This rule ignores $sass, @less, and var(--custom-property)
                variable syntaxes.
                 Noncompliant Code Example
                 color: pink;
                 background: orange;
                 color: orange
                 Compliant Solution
                 color: pink;
                 background: orange
```



文件名称	违规行
bootstrap-datetimepicker.css	200, 252, 351
bootstrap-theme.css	74, 345, 372
bootstrap.css	57, 2674
bootstrap-datetimepicker.css	200, 252, 351
bootstrap-theme.css	74, 345, 372
bootstrap.css	57, 2674

	assignments should be removed
规则描述	A dead store happens when a local variable is assigned a value that is not read by any subsequent instruction. Calculating or retrieving a value only to then overwrite it or throw it away, could indicate a serious error in the code. Even if it's not an error, it is at best a waste of resources.  Therefore all calculated values should be used.  Noncompliant Code Example
	<ul><li>i = a + b; // Noncompliant; calculation result not used before value is overwritten</li><li>i = compute();</li></ul>
	Compliant Solution
	i = a + b; i += compute();
	Exceptions This rule ignores initializations to -1, 0, 1, null, undefined, [], {}, true, false and "". Variables that start with an underscore (e.g. '_unused ') are ignored. This rule also ignores variables declared with object destructuring using rest syntax (used to exclude some properties from object):
	let {a, b,rest} = obj; // 'a' and 'b' are ok doSomething(rest);
	let [x1, x2, x3] = arr; // but 'x1' is noncompliant, as omitting syntax can be used: "let [, x2, x3] = arr;" doSomething(x2, x3);
	See
	MITRE, CWE-563 - Assignment to Variable without Use ('Unused Variable') CERT, MSC13-C Detect and remove unused values CERT, MSC56-J Detect and remove superfluous code and values
	\\\

文件名称	违规行
jquery-3.5.1.js	363, 947, 947, 1971, 1974, 2010, 363, 947, 947, 1971, 1974, 2010





```
prettify.js 836, 1388, 1481
```

```
规则
         Loop counters should not be assigned to from within the loop body
规则描述
                   Loop counters should not be modified in the body of the loop.
                   However other loop control variables representing logical values
                   may be modified in
                   the loop, for example a flag to indicate that something has been
                   completed, which is then tested in the for statement. Noncompliant Code Example
                   var names = [ "Jack", "Jim", "", "John" ];
for (var i = 0; i < names.length; i++) {</pre>
                    if (!names[i]) {
                     i = names.length;
                                                               // Non-Compliant
                    } else {
                     console.log(names[i]);
                   Compliant Solution
                   var names = [ "Jack", "Jim", "", "John" ];
                   for (var name of names) {
  if (!name) {
                     break;
                                                  // Compliant
                    } else {
                     console.log(name);
文件名称
                                                                  违规行
jquery-3.5.1.js
                                                                  2639, 3493, 3500,
                                                                  7478, 7521, 7901,
                                                                  2639, 3493, 3500,
                                                                  7478, 7521, 7901
                                                                  429, 719
prettify.js
```

规则	Track uses of "TODO" tags	
大小	THACK USES OF TODOC TACK	
1790263	Truck ases of 1000 tags	



规则描述	TODO tags are commonly used to mark places where some more code is required, but which the developer wants to implement later. Sometimes the developer will not have the time or will simply
	forget to get back to that tag. This rule is meant to track those tags and to ensure that they do not go unnoticed. Noncompliant Code Example
	function doSomething() { // TODO }
	See
	MITRE, CWE-546 - Suspicious Comment

文件名称	违规行
bootstrap.js	1759
jquery-3.5.1.js	790, 804, 4394, 4462
bootstrap.js	1759
jquery-3.5.1.js	790, 804, 4394, 4462
prettify.js	217, 550, 1025

<mark>规则</mark> Loca throw	variables should not be declared and then immediately returned or
规则描述	Declaring a variable only to immediately return or throw it is a bad practice.  Some developers argue that the practice improves code readability, because it enables them to explicitly name what is being returned. However, this variable is an internal implementation detail that is not exposed to the callers of the method. The method name should be sufficient for callers to know exactly what will be returned.  Noncompliant Code Example  function computeDurationInMilliseconds() {   var duration = (((hours * 60) + minutes) * 60 + seconds ) * 1000;   return duration; }  Compliant Solution  function computeDurationInMilliseconds() {   return (((hours * 60) + minutes) * 60 + seconds ) * 1000; }
文件名称	违规行
index.js	164, 229, 294, 325, 414
storage.js	9
index.js	164, 229, 294, 325, 414



storage.is	9
[ - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -	

```
规则
         Functions should always return the same type
                  Unlike strongly typed languages, JavaScript does not enforce a return type on a function. This means that different paths through
规则描述
                  a functión can
                  return different types of values, which can be very confusing to the
                  user and significantly harder to maintain.
                   Noncompliant Codé Example
                  function foo(a) { // Noncompliant
                   if (a = = = 1) {
                     return true;
                   return 3;
                   Compliant Solution
                  function foo(a) {
                   if (a = = = 1) {
                     return true;
                   return false;
                   Exceptions
                   Functions returning this are ignored.
                  function foo() {
                   return this;
                   Functions returning expressions having type any are ignored.
文件名称
                                                                违规行
bootstrap-datetimepicker.js
                                                                54
                                                                34, 407, 412, 417
bootstrap.js
jquery-3.5.1.js
                                                                7543
                                                                54
bootstrap-datetimepicker.js
                                                                34, 407, 412, 417
bootstrap.js
                                                                7543
jquery-3.5.1.js
```

期则 "for of" should be used with Iterables



sort.js

```
If you have an iterable, such as an array, set, or list, your best option for looping through its values is the for of syntax. Use a counter, and ... well you'll get the right behavior, but your code just isn't as clean or clear.

Noncompliant Code Example

const arr = [4, 3, 2, 1];

for (let i = 0; i < arr.length; i++) { // Noncompliant console.log(arr[i]); }

Compliant Solution

const arr = [4, 3, 2, 1];

for (let value of arr) {
 console.log(value); }

文件名称

bootstrap-datetimepicker.js

prettify.js

Lillication

1599, 1599

208, 450, 462, 1383,
```

规则	" <strong>" and "<em>" tags should be used</em></strong>

1466

66, 80, 96, 106





#### 规则描述

The <strong> / <b> and <em> / <i> tags have exactly the same effect in most

web browsers, but there is a fundamental difference between them: <strong> and <em> have a semantic meaning whereas <b> and <i> only convey styling information like CSS. While <b> can have simply no effect on a some devices with limited display or when a screen reader software is used by a blind person, <strong> will:

Display the text bold in normal browsers Speak with lower tone when using a screen reader such as Jaws

## Consequently:

in order to convey semantics, the <b> and <i> tags shall never be used,

in order to convey styling information, the <b> and <i> should be avoided and CSS should be used instead.

## Noncompliant Code Example

<i>car</i> <!-- Noncompliant --> <b>train</b> <!-- Noncompliant -->

## **Compliant Solution**

<em>car</em>
<strong>train</strong>

#### **Exceptions**

This rule is relaxed in case of iconfonts usage.

<i class="..." aria-hidden="true" /> <!-- Compliant icon fonts
usage -->

文件名称	违规行
index.html	26, 30, 34, 38, 42, 26,
	30, 34, 38, 42

规则 Font declarations should contain at least one generic font family



If none of the font names defined in a font or font-family declaration are available on the browser of the user, the browser will display the text using its default font. It's recommended to always define a generic font family for each declaration of font or font-family to get a less degraded situation than relying on the default browser font. All browsers should implement a list of generic font matching these families: Serif, Sans-serif, cursive, fantasy, Monospace.  Noncompliant Code Example  a {   font-family: Helvetica, Arial, Verdana, Tahoma; /* Noncompliant; there is no generic font family in the list */ }  Compliant Solution  a {   font-family: Helvetica, Arial, Verdana, Tahoma, sans-serif; }  See
CSS Specification - Generic font families

文件名称	违规行
bootstrap.css	275, 6612
demo.css	12
iconfont.css	9
bootstrap.css	275, 6612
demo.css	12
iconfont.css	9

规则	Generic exceptions should never be thrown
1790763	Generic exceptions should hever be thrown



```
规则描述
                    Using such generic exceptions as Error, RuntimeException,
                    Throwable, and Exception prevents calling methods from handling true, system-generated exceptions differently than application-generated errors.

Noncompliant Code Example
                    public void foo(String bar) throws Throwable { // Noncompliant
throw new RuntimeException("My Message"); // Noncomplia
                                                                              // Noncompliant
                    Compliant Solution
                    public void foo(String bar) {
                     throw new MyOwnKuntimeException("My Message");
                    Exceptions
                    Generic exceptions in the signatures of overriding methods are
                    ignored, because overriding method has to follow signature of the
                    throw declaration
                    in the superclass. The issue will be raised on superclass declaration
                    of the method (or won't be raised at all if superclass is not part of
                    the
                    analysis).
                    @Override
                    public void myMethod() throws Exception {...}
                    Generic exceptions are also ignored in the signatures of methods
                    that make calls to methods that throw generic exceptions.
                    public void myOtherMethod throws Exception {
  doTheThing(); // this method throws Exception
                    See
                       MITRE, CWE-397 - Declaration of Throws for Generic Exception
                       CERT, ERR07-J. - Do not throw RuntimeException, Exception, or
                    Throwable
```

文件名称	违规行
Demo1ApplicationTests.java	33, 53, 75, 99
DemoProjectTests.java	33, 53, 75, 97

Act coul		
规则	Functions should not be empty	





```
There are several reasons for a function not to have a function body:

It is an unintentional omission, and should be fixed to prevent an unexpected behavior in production.

It is not yet, or never will be, supported. In this case an exception should be thrown in languages where that mechanism is available.

The method is an intentionally-blank override. In this case a nested comment should explain the reason for the blank override.

Noncompliant Code Example

function foo() {
}

var foo = () => {};

Compliant Solution

function foo() {
    // This is intentional
}

var foo = () => {
    do_something();
};
```

文件名称	违规行
jquery-3.5.1.js	337, 2309, 9732, 9871,
	337, 2309, 9732, 9871

规则	Local variables should not be declared and then immediately returned or
	thrown



```
Declaring a variable only to immediately return or throw it is a
规则描述
                      bad practice.
                       Some developers argue that the practice improves code
                      readability, because it enables them to explicitly name what is being returned. However, this
                      variable is an internal implementation detail that is not exposed to
the callers of the method. The method name should be sufficient
                      for callers to
                      know exactly what will be returned.
Noncompliant Code Example
                      public long computeDurationInMilliseconds() {
  long duration = (((hours * 60) + minutes) * 60 + seconds ) * 1000
                       return duration;
                      public void doSomething() {
                       RuntimeException myException = new RuntimeException();
                       throw myException;
                       Compliant Solution
                      public long computeDurationInMilliseconds() {
  return (((hours * 60) + minutes) * 60 + seconds ) * 1000 ;
                      public void doSomething() {
                       throw new RuntimeException();
```

文件名称	违规行
ProjectService.java	23, 48, 58
UserService.java	23, 31, 53, 61

规则 Variables should be declared	xplicitly
---------------------------------	-----------



文件名称	违规行
index.js	8, 12, 8, 12
sort.js	67, 95, 105

规则	Source files should not have any duplicated blocks			
规则描述		An issue is created on a file as soon as there is at least one block of duplicated code on this file		
文件名称	文件名称              违规行			
Project(	ProjectController.java N/A			
UserController.java		N/A		
ProjectEntity.java		N/A		
UserEntity.java		N/A		
Demo1ApplicationTests.java		N/A		
DemoProjectTests.java		sts.java	N/A	

规则 Nested blocks of code should not be left empty



规则描述	Most of the time a block of code is empty when a piece of code is really missing. So such empty block must be either filled or removed.  Noncompliant Code Example		
	for (var i = 0; i < length; i++) {} // Empty on purpose or missing piece of code ?		
	Exceptions When a block contains a comment, this block is not considered to be empty. Moreover catch blocks are ignored.		
文件名称	违规行		
jquery-3.5.1.js	749, 3331, 749, 3331		

规则 Functions should not have identical implementations		
规则描述	When two functions have the same implementation, either it was a mistake - something else was intended - or the duplication was intentional, but may be confusing to maintainers. In the latter case, the code should be refactored.  Noncompliant Code Example	
	function calculateCode() {    doTheThing();    doOtherThing();    return code; }	
	function getName() { // Noncompliant doTheThing(); doOtherThing(); return code; }	
	Compliant Solution	
	function calculateCode() {    doTheThing();    doOtherThing();    return code; }	
	function getName() {     return calculateCode(); }	
	Exceptions Functions with fewer than 3 lines are ignored.	
文件名称	文件名称	
index.js		82
jquery-3.5.1.js		10177
index.js		82
jquery-3.5.1.js		10177



<mark>规则</mark> Extra se	Extra semicolons should be removed	
规则描述	Extra semicolons (;) are usually introduced by mistake, for example because:	
	It was meant to be replaced by an actual statement, but this was forgotten.	
	There was a typo which lead the semicolon to be doubled, i.e. ;;	
	There was a misunderstanding about where semicolons are required or useful.	
	Noncompliant Code Example	
	var x = 1;; // Noncompliant	
	function foo() { }; // Noncompliant	
	Compliant Solution	
	var x = 1;	
	function foo() { }	
	See	
	CERT, MSC12-C Detect and remove code that has no effect or is never executed	
	CERT, MSC51-J Do not place a semicolon immediately following an if, for, or while condition	
	CERT, EXP15-C Do not place a semicolon on the same line as an if, for, or while statement	
ナルなね		

文件名称	违规行
bootstrap-datetimepicker.zh-CN.js	5
jquery-3.5.1.js	3029
bootstrap-datetimepicker.zh-CN.js	5
jquery-3.5.1.js	3029

规则	Sections of code should not be comment	of code should not be commented out	
规则描述 Programmers should not comment out code as it bloats progrand reduces readability. Unused code should be deleted and can be retrieved from sou control history if required.		, ,	
文件名称		违规行	
index.html 36, 43, 36, 43		36, 43, 36, 43	





<mark>规则</mark> A "while			
规则描述	When only the condition expression is defined in a for loop, and the initialization and increment expressions are missing, a while loop should be used instead to increase readability. Noncompliant Code Example		
	for (;condition;) { /**/ }		
	Compliant Solution		
	while (condition) { /**/ }		
1			
文件名称			
jquery-3.5.1.js 2282, 2290, 2282, 229		2282, 2290, 2282, 2290	

规则 CSS fil	CSS files should not be empty	
规则描述 This rule raises an issue when a CSS file is empty (ie: containing only spaces).		
文件名称		
index.css	1, 1, 1, 1	

规则	Arguments to built-in functions should match documented types	nts to built-in functions should match documented types	
规则描述			
	const isTooSmall = Math.abs(x < 0.0042);	const isTooSmall = Math.abs(x < 0.0042);	
	Compliant Solution	Compliant Solution	
	const isTooSmall = Math.abs(x) < 0.0042;	const isTooSmall = Math.abs(x) < 0.0042;	
\h_10/=			
文件名称	又件名称		
jquery-3	3.5.1.js 7810, 7810	7810, 7810	

规则	Duplicated font names should be removed
72023	Duplicated forte flattics stroute be removed





规则描述	Having duplicated font names doesn't help to read the font declaration and may be an indicator the author of the line was not sure how to configure it. This rule raises an issue when font or font-family properties contain a duplicated font name. This rule ignores \$sass, @less, and var(custom-property) variable syntaxes. Noncompliant Code Example  a {   font-family: 'Georgia', Georgia, serif; /* Noncompliant; 'Georgia' is duplicated */ }  Compliant Solution  a {   font-family: Georgia, serif; }
文件名称	
bootstrap.css	112, 112

<mark>规则</mark> Special identifiers should not be bound or assigned



```
规则描述
                  JavaScript has special identifiers that, while not reserved, still
                  should not be used as identifiers. They include:
                     eval - evaluates a string as JavaScript code
                     arguments - used to access function arguments through
                  indexed properties.
                     undefined - returned for values and properties that have not
                  vet been assigned
                     NaN - Not a Number; returned when math functions fail.
                 Infinity - when a number exceeds the upper limit of the floating point numbers
                  These words should not be bound or assigned, because doing so
                  would overwrite the original definitions of these identifiers. What's
                  more, assigning
                  or binding some of these names will generate an error in
                  JavaScripť strict mode code.
                  Noncompliant Code Example
                 eval = 17; // Noncompliant
                 arguments++; // Noncompliant
                  + + eval; // Noncompliant
                  var obj = { set p(arguments) { } }; // Noncompliant
                  var evál; // Noncompliant
                  try { } catch (arguments) { } // Noncompliant
                 function x(eval) { } // Noncompliant function arguments() { } // Noncompliant
                  var y = function eval() { }; // Noncompliant
                  var f = new Function("arguments", "return 17;"); // Noncompliant
                  function fun() {
                  if (arguments.length == 0) { // Compliant
                    // do something
                  Compliant Solution
                  result = 17;
                 args++;
                  ++result;
                  var obj = { set p(arg) { } };
                  var rešult;
                  function x(arg) {
                  function args() { }
                  var y = \text{function fun() } \{ \};
                  var f = new Function("args", "return 17;");
                 function fun() {
  if (arguments.length == 0) {
                    // do something
```

文件名称	违规行
bootstrap-datetimepicker.js	36, 36





```
规则
           Functions should not be defined inside loops
规则描述
                      Defining a function inside of a loop can yield unexpected results.
                      Such a function keeps references to the variables which are
                      defined in outer
                      scopes. All function instances created inside the loop therefore see
                      the same values for these variables, which is probably not
                      expected.
                      Noncompliant Code Example
                     var funs = [];
for (var i = 0; i < 13; i++) {
                       funs[i] = function() { // Non-Compliant
                     console.log(funs[0]()); // 13 instead of 0 console.log(funs[1]()); // 13 instead of 1 console.log(funs[2]()); // 13 instead of 2 console.log(funs[3]()); // 13 instead of 3
文件名称
                                                                           违规行
                                                                           7469, 7469
jquery-3.5.1.js
```

规则	Array in	y indexes should be numeric	
Associative arrays allow you to store values in an array wit numeric or named indexes. But creating and populating an is just as easy as an array, and more reliable if you need named men Noncompliant Code Example		nd populating an object	
	let arr = []; arr[0] = 'a'; arr['name'] = 'bob'; // Noncompliant arr[1] = 'foo';		
Compliant Solution			
	let obj = {     name: 'bob',     arr: ['a', 'foo'] };		
文件名称	τ		
jquery-3	3.5.1.js		2758, 2758

规则 A conditionally executed single line should be denoted by indentation





	规则描述	In the absence of enclosing curly braces, the line immediately after a conditional is the one that is conditionally executed. By both convention and good practice, such lines are indented. In the absence of both curly braces and indentation the intent of the original programmer is entirely unclear and perhaps not actually what is executed. Additionally, such code is highly likely to be confusing to maintainers. Noncompliant Code Example  if (condition) // Noncompliant doTheThing();  doTheOtherThing();  foo();  Compliant Solution  if (condition) doTheThing();  doTheOtherThing();  somethingElseEntirely();  foo();
		foo():
foo():		doTheOtherThing(); somethingElseEntirely();
doTheOtherThing(); somethingElseEntirely();		
doTheThing(); doTheOtherThing(); somethingElseEntirely();		Compliant Solution
if (condition) doTheThing(); doTheOtherThing(); somethingElseEntirely();		foo();
Compliant Solution  if (condition)     doTheThing();  doTheOtherThing(); somethingElseEntirely();		doTheOtherThing(); somethingElseEntirely();
somethingElseEntirely(); foo(); Compliant Solution  if (condition) doTheThing(); doTheOtherThing(); somethingElseEntirely();		if (condition) // Noncompliant doTheThing();
doTheThing(); doTheOtherThing(); somethingElseEntirely(); foo(); Compliant Solution if (condition) doTheThing(); doTheOtherThing(); somethingElseEntirely();		unclear and perhaps not actually what is executed. Additionally, such code is highly likely to be confusing to maintainers.
unclear and perhaps not actually what is executed. Additionally, such code is highly likely to be confusing to maintainers. Noncompliant Code Example  if (condition) // Noncompliant doTheThing(); doTheOtherThing(); somethingElseEntirely();  foo();  Compliant Solution  if (condition) doTheThing(); somethingElseEntirely();		both convention and good practice, such lines are indented. In the absence of both curly braces and indentation the intent of the original programmer
both convention and good practice, such lines are indented. In the absence of both curly braces and indentation the intent of the original programmer is entirely unclear and perhaps not actually what is executed. Additionally, such code is highly likely to be confusing to maintainers. Noncompliant Code Example  if (condition) // Noncompliant doTheThing();  doTheOtherThing();  foo();  Compliant Solution  if (condition) doTheThing();  doTheOtherThing();  somethingElseEntirely();	规则描述	In the absence of enclosing curly braces, the line immediately

文件名称	违规行
index.js	12, 12

```
规则描述

It can be extremely confusing when a for loop's counter is incremented outside of its increment clause. In such cases, the increment should be moved to the loop's increment clause if at all possible. Noncompliant Code Example

for (i = 0; i < 10; j++) { // Noncompliant // ... i++; }

Compliant Solution

for (i = 0; i < 10; i++, j++) { // // ... }

Or

for (i = 0; i < 10; i++) { // // ... }
```





 文件名称
 违规行

 jquery-3.5.1.js
 3491, 3491

demo1

<mark>规则</mark> Function	·		
规则描述	Constructor functions, which create new conly be called with new . Non-constructo Mixing these two usages could lead to unexpecte Noncompliant Code Example	r functions must not.	
	function getNum() {   return 5; }		
	function Num(numeric, alphabetic) {   this.numeric = numeric;   this.alphabetic = alphabetic; }		
	var myFirstNum = getNum(); var my2ndNum = new getNum(); // Nonc object is returned, NOT 5	compliant. An empty	
var myNumObj1 = new Num(); var myNumObj2 = Num(); // Noncompliant. undefined is returned, NOT an object		nt. undefined is	
文件名称			
bootstrap-datetimepicker.js 743, 743		743, 743	

规则	String literals should not be duplicated	
スカナスリ	13thild literals should hot be dublicated	



DemoProjectTests.java

```
规则描述
                        Duplicated string literals make the process of refactoring error-
                        prone, since you must be sure to update all occurrences.
On the other hand, constants can be referenced from many
                        places, but only need to be updated in a single place.
Noncompliant Code Example
With the default threshold of 3:
                        public void run() {
  prepare("action1");
is duplicated 3 times
                                                                              // Noncompliant - "action1"
                         execute("action1");
release("action1");
                        @SuppressWarning("all")
                                                                                    // Compliant -
                        annotations are excluded
                        private void method1() { /* ... */ }
@SuppressWarning("all")
private void method2() { /* ... */ }
                        public String method3(String a) {
                        System.out.println("'" + a + "'");
has less than 5 characters and is excluded
                                                                                   // Compliant - literal "'"
                                                                        // Compliant - literal "" has less
                         return "
                        than 5 characters and is excluded
                        Compliant Solution
                        private static final String ACTION_1 = "action1"; // Compliant
                        public void run() {
  prepare(ACTION_1);
  execute(ACTION_1);
  release(ACTION_1);
                                                                                 // Compliant
                        Exceptions
                        To prevent generating some false-positives, literals having less
                        than 5 characters are excluded.
文件名称
                                                                                    违规行
Demo1ApplicationTests.java
                                                                                    34
```

规则	Strict equality	operators should not be used with dissimilar types

34





文件名称	
iguery-3.5.1.js	2746, 2746

规则 Function parameters, caught exceptions and foreach variables' initial values should not be ignored





规则描述	While it is technically correct to assign to function bodies, it reduces code readabilit won't be able to tell whether the original parameter or sis being accessed without going through Moreover, some developers might also expect assignment to be visible to callers, which is not the cavisibility could confuse them. Instead, all parameters, cau foreach parameters should be treated as a Noncompliant Code Example  function MyClass(name, strings) {    name = foo; // Noncomplian    for (var str of strings) {       str = ""; // Noncompliant    } }	sy because developers come temporary variable the whole function.  Is of function parameters se, and this lack of constants.
文件名称		违规行
jquery-3.5.1.js		2707, 2707

规则 "<html>" element should have a language attribute



#### 规则描述

The <html> &nbsp;element should provide the lang and/or xml:lang attribute in order to identify the default language of a document.

It enables assistive technologies, such as screen readers, to provide a comfortable reading experience by adapting the pronunciation and

accent to the language. It also helps braille translation software, telling it to switch the control codes for accented characters for instance.

Other benefits of marking the language include:

assisting user agents in providing dictionary definitions or helping users benefit from translation tools. improving search engine ranking.

Both the lang and the xml:lang attributes can take only one value.

Noncompliant Code Example

<!DOCTYPE html>

<html> <!-- Noncompliant --> <head>

 <title>A page written in english</title>

 <meta content="text/html; charset=utf-8" /> </head> &nbsp;

 <body> &nbsp;&nbsp;&nbsp;&nbsp; ... </body> </html>

### **Compliant Solution**

<!DOCTYPE html> <html lang="en">

<head>

 <title>A page written in english</title>

<meta content="text/html; charset=utf-8" />

</head> &nbsp;

 <body> &nbsp;&nbsp;&nbsp;&nbsp; ... </body> </html>

<!DOCTYPE html>

<a href="https://www.nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbs written in english</title>

<meta content="text/html; charset=utf-8" />





```
    </head> &nbsp;
&nbsp;&nbsp;&nbsp; &nbsp;&nbsp;&nbsp;
&nbsp;&nbsp;&nbsp; ... &nbsp;&nbsp;
&nbsp;&nbsp;&nbsp; </body>
</html>

See

WCAG2, H57 - Using language attributes on the html element
WCAG2, 3.1.1 - Language of Page

文件名称

demo_index.html

2, 2
```

<mark>规则</mark> Variable	es should not be self-assigned	
规则描述	There is no reason to re-assign a variable to itself statement is redundant and should be removed, cassignment is a mistake and some other value or variable was intended for instead.  Noncompliant Code Example  function setName(name) {     name = name; }  Compliant Solution  function setName(name) {     this.name = name; }  See	or the re- r the assignment
	CERT, MSC12-C Detect and remove code the or is never executed	at has no effect
文件名称		
jquery-3.5.1.js	9535, 9	535

规则	Media features should be valid
大火火リ	INIEGIA TEALUTES STIGUIO DE VAITO





规则描述	The W3C specifications define the valid media features. Only the official and browser-specific media features should be used to get the expected impact in the final rendering.  Noncompliant Code Example	
	@media screen and (unknown: 1000px) { }	
	Compliant Solution	
	@media screen and (width: 1000px) { }	
	See	
	CSS Specification - @media rule	
文件名称		
bootstrap.css	6332, 6332	

规则	Sections	of code should not be commented out	
<mark>规则描述</mark> Programmers should not comment out code as it bloats programd reduces readability. Unused code should be deleted and can be retrieved from sou control history if required.		ode as it bloats programs oe retrieved from source	
文件名称		违规行	
Demo1ApplicationTests.java		28, 30	

规则 Unused	local variables and functions should be removed	
规则描述	If a local variable or a local function is declared but not used, it is dead code and should be removed. Doing so will improve maintainability because developers will not wonder what the variable or function is used for.  Noncompliant Code Example	
	function numberOfMinutes(hours) {  var seconds = 0; // seconds is never used  return hours * 60; }	
	Compliant Solution	
	function numberOfMinutes(hours) {   return hours * 60; }	
文件名称		
prettify.js	836	





```
规则
         Local variable and method parameter names should comply with a naming
         convention
                   Shared naming conventions allow teams to collaborate effectively. This rule raises an issue when a local variable or function
规则描述
                   parameter name does
                   not match the provided regular expression.
                   Noncompliant Code Example With the default regular expression ^[a-z][a-zA-Z0-9]*$:
                   public void doSomething(int my_param) {
                    int LOCAL;
                   Compliant Solution
                   public void doSomething(int myParam) {
                    int local;
                   Exceptions
                   Loop counters are ignored by this rule.
                   for (int i_1 = 0; i_1 < limit; i_1++) { // Compliant _{\cdot} // ...
                   as well as one-character catch variables:
                   try {
                   } catch (Exception e) { // Compliant
文件名称
                                                                  违规行
DemoProjectTests.java
                                                                  81
```

规则	Empty arrays and collections should be returned instead of null	



```
Returning null instead of an actual array or collection forces callers of the method to explicitly test for nullity, making them
规则描述
                  more
                  complex and less readable.
                  Moreover, in many cases, null is used as a synonym for empty.
                  Noncompliant Code Example
                  public static List<Result> getResults() {
                   return null;
                                                  // Noncompliant
                  public static Result[] getResults() {
                                                  // Noncompliant
                   return null;
                  public static void main(String[] args) {
                   Result[] results = getResults();
                   if (results != null) {
                                                  // Nullity test required to prevent
                  NPÉ
                    for (Result result: results) {
                     /* ... */
                  Compliant Solution
                  public static Result[] getResults() {
  return new Result[0];
                  public static void main(String[] args) {
                   for (Result result: getResults()) {
                    /* i... */
                  See
                     CERT, MSC19-C. - For functions that return an array, prefer
                  returning an empty array
                   over a null value
                     CERT, MET55-J. - Return an empty array or collection instead
                  of a null value for
                   methods that return an array or collection
```

文件名称	违规行
UUIDUtil.iava	21

规则
----





规则描述	Labels are not commonly used, and many understand how they work. Moreover, the control flow harder to follow, which reduces the code's readability. Noncompliant Code Example  myLabel: {   let x = doSomething();   if (x > 0) {     break myLabel;   }   doSomethingElse(); }  Compliant Solution  let x = doSomething();   if (x <= 0) {     doSomethingElse(); }	developers do not ir usage makes the
· 文件  文件  文件  文件		违规行
AITTIM		
prettify.js		705

规则	Nested	blocks of code should not be left empty	
Most of the time a block of code is empty when a piece of creally missing. So such empty block must be either filled or removed. Noncompliant Code Example		when a piece of code is be either filled or	
	for (int i = 0; i < 42; i++){} // Empty on purpose or missing piece of code?		pose or missing piece
		Exceptions When a block contains a comment, this block is not considered to be empty unless it is a synchronized block. synchronized blocks are still considered empty even with comments because they can still affect program flow.	
文件名称	文件名称		违规行
DemoProjectTests.java 88		88	

|--|





规则描述	In the absence of enclosing curly braces, the line immediately after a conditional is the one that is conditionally executed. By both convention and good practice, such lines are indented. In the absence of both curly braces and indentation the intent of the original programmer is entirely unclear and perhaps not actually what is executed. Additionally, such code is highly likely to be confusing to maintainers. Noncompliant Code Example  if (condition) // Noncompliant doTheThing();  doTheOtherThing();  foo();  Compliant Solution  if (condition) doTheThing();  somethingElseEntirely();  foo();  foo();
÷14.475	\++n/-

文件名称	违规行
UserService.java	45

规则	Utility classes should not have public constructors	
----	-----------------------------------------------------	--



```
Utility classes, which are collections of static members, are not meant to be instantiated. Even abstract utility classes, which can be extended, should not have public constructors.

Java adds an implicit public constructor to every class which does not define at least one explicitly. Hence, at least one non-public
规则描述
                             constructor
                             should be defined.

Noncompliant Code Example
                             class StringUtils { // Noncompliant
                              public static String concatenate(String s1, String s2) {
                                return s1 + s2;
                              Compliant Solution
                             class StringUtils { // Compliant
                              private StringUtils() {
  throw new IllegalStateException("Utility class");
                              public static String concatenate(String s1, String s2) {
                                return s1 + s2;
                              Exceptions
                             When class contains public static void main(String[] args) method it is not considered as utility class and will be ignored by
                             this
                             rule.
文件名称
                                                                                                     违规行
UUIDUtil.java
                                                                                                     5
```

# 1.4. 质量配置

质量配置	css:Sonar way Bug:15 坏味道:8	3	
规则		类型	违规级别
Single line comn	nent syntax should not be used	Bug	阻断
Color definitions	should be valid	Bug	阻断
CSS properties s	hould be valid	Bug	阻断
Units should be	valid	Bug	阻断
Shorthand properties that override related longhand properties should be avoided		Bug	严重
"linear-gradient" directions should be valid		Bug	严重
Expressions within "calc" should be valid		Bug	严重
Selectors should	Selectors should be known		严重
"at-rules" should	l be valid	Bug	主要



Media features should be valid	Bug	主要
Font declarations should contain at least one generic font family	Bug	主要
"!important" should not be used on "keyframes"	Bug	主要
Pseudo-element selectors should be valid	Bug	主要
Properties should not be duplicated	Bug	主要
Pseudo-class selectors should be valid	Bug	主要
Selectors should not be duplicated	坏味道	主要
CSS files should not be empty	坏味道	主要
Duplicated font names should be removed	坏味道	主要
Strings should not contain new lines	坏味道	主要
Empty blocks should be removed	坏味道	主要
Multi-line comments should not be empty	坏味道	次要
Extra semicolons should be removed	坏味道	次要
Duplicate imports should be removed	坏味道	次要

<mark>质量配置</mark> java:Sonar way Bug:140 漏洞:27	7 坏味道:256	
规则	类型	违规级别
Methods should not call same-class methods with incompatible "@Transactional" values	Bug	阻断
Methods "wait()", "notify()" and "notifyAll()" should not be called on Thread instances	Bug	阻断
Files opened in append mode should not be used with ObjectOutputStream	Bug	阻断
"PreparedStatement" and "ResultSet" methods should be called with valid indices	Bug	阻断
"wait()" should be used instead of "Thread.sleep()" when a lock is held	Bug	阻断
Printf-style format strings should not lead to unexpected behavior at runtime	Bug	阻断
"@SpringBootApplication" and "@ComponentScan" should not be used in the default package	Bug	阻断
"@Controller" classes that use "@SessionAttributes" must call "setComplete" on their "SessionStatus" objects	Bug	阻断
Loops should not be infinite	Bug	阻断
"wait" should not be called when multiple locks are held	Bug	阻断
Double-checked locking should not be used	Bug	阻断
Resources should be closed	Bug	阻断
Regular expressions should be syntactically valid	Bug	严重
Locks should be released	Bug	严重
Jump statements should not occur in "finally" blocks	Bug	严重
"Random" objects should be reused	Bug	严重



	1	1
"super.finalize()" should be called at the end of "Object.finalize()" implementations	Bug	严重
Dependencies should not have "system" scope	Bug	严重
Assertions comparing incompatible types should not be made	Bug	严重
Assertion methods should not be used within the try block of a try-catch catching an Error	Bug	严重
The signature of "finalize()" should match that of "Object.finalize()"	Bug	严重
Only one method invocation is expected when testing checked exceptions	Bug	严重
"runFinalizersOnExit" should not be called	Bug	严重
Regex boundaries should not be used in a way that can never be matched	Bug	严重
"ScheduledThreadPoolExecutor" should not have 0 core threads	Bug	严重
Regex patterns following a possessive quantifier should not always fail	Bug	严重
Hibernate should not update database schemas	Bug	严重
Zero should not be a possible denominator	Bug	严重
Back references in regular expressions should only refer to capturing groups that are matched before the reference	Bug	严重
Regex lookahead assertions should not be contradictory	Bug	严重
JUnit5 inner test classes should be annotated with @Nested	Bug	严重
Map "computeIfAbsent()" and "computeIfPresent()" should not be used to add "null" values.	Bug	严重
Getters and setters should access the expected fields	Bug	严重
"toString()" and "clone()" methods should not return null	Bug	主要
Servlets should not have mutable instance fields	Bug	主要
Value-based classes should not be used for locking	Bug	主要
Alternatives in regular expressions should be grouped when used with anchors	Bug	主要
Regex alternatives should not be redundant	Bug	主要
Conditionally executed code should be reachable	Bug	主要
Overrides should match their parent class methods in synchronization	Bug	主要
"DefaultMessageListenerContainer" instances should not drop messages during restarts	Bug	主要
Reflection should not be used to check non- runtime annotations	Bug	主要
"SingleConnectionFactory" instances should be set to "reconnectOnException"	Bug	主要
"hashCode" and "toString" should not be called on array instances	Bug	主要



Collections should not be passed as arguments to their own methods	Bug	主要
Case insensitive Unicode regular expressions should enable the "UNICODE_CASE" flag	Bug	主要
"BigDecimal(double)" should not be used	Bug	主要
Non-public methods should not be "@Transactional"	Bug	主要
Assertions should not compare an object to itself	Bug	主要
Invalid "Date" values should not be used	Bug	主要
Non-serializable classes should not be written	Bug	主要
Blocks should be synchronized on "private final" fields	Bug	主要
Unicode Grapheme Clusters should be avoided inside regex character classes	Bug	主要
Optional value should only be accessed after calling isPresent()	Bug	主要
AssertJ configuration should be applied	Bug	主要
Return values from functions without side effects should not be ignored	Bug	主要
".equals()" should not be used to test the values of "Atomic" classes	Bug	主要
"notifyAll" should be used	Bug	主要
Non-serializable objects should not be stored in "HttpSession" objects	Bug	主要
AssertJ methods setting the assertion context should come before an assertion	Bug	主要
The Object.finalize() method should not be called	Bug	主要
Assertions should not be used in production code	Bug	主要
Tests method should not be annotated with competing annotations	Bug	主要
InputSteam.read() implementation should not return a signed byte	Bug	主要
"InterruptedException" should not be ignored	Bug	主要
Silly equality checks should not be made	Bug	主要
Dissimilar primitive wrappers should not be used with the ternary operator without explicit casting	Bug	主要
"wait", "notify" and "notifyAll" should only be called when a lock is obviously held on an object	Bug	主要
"Double.longBitsToDouble" should not be used for "int"	Bug	主要
Regular expressions should not overflow the stack	Bug	主要
Values should not be uselessly incremented	Bug	主要
Silly String operations should not be made	Bug	主要
Null pointers should not be dereferenced	Bug	主要
Expressions used in "assert" should not produce side effects	Bug	主要
Classes extending java.lang.Thread should override the "run" method	Bug	主要
Loop conditions should be true at least once	Bug	主要



A "for" loop update clause should move the counter in the right direction Intermediate Stream methods should not be left unused Yariables should not be self-assigned Consumed Stream pipelines should not be reused Bug 主要 Inappropriate regular expressions should not be used "=+" should not be used instead of "+=" Loops with at most one iteration should be refactored Classes should not be compared by name Identical expressions should not be used on both sides of a binary operator JUnit5 test classes and methods should not be silently ignored "*-Thread.run()" should not be called directly "should not be used with "Optional" "read" and "readline" return values should be sug 生要 "stings and Boxed types should be compared using "equals()" Methods should not be named "tostring", "hashcode" or "equal" Mon-thread-safe fields should not be static Getters and setters should be synchronized in pairs Unary prefix operators should not be repeated DateTimeFormatters should not be used for date formatting "equals" method overrides should not be used for date formatting "equals" method overrides should accept "Object" parameters Exceptions should not be created without being thrown Collection sizes and array length comparisons Should make sense "Thread-cast" variables should be cleaned up when no longer used Synchronization should not be done on instances of value-based classes. Related "if/else if" statements should not have the same implementation The regex escape sequence \CX should only be used with characters in the @range		1	
Unused Variables should not be self-assigned Consumed Stream pipelines should not be reused Inappropriate regular expressions should not be used Inappropriate regular expressions should not be used  i==+"should not be used instead of "+="  Loops with at most one iteration should be refactored Classes should not be compared by name Identical expressions should not be used on both sides of a binary operator Unit5 test classes and methods should not be sliently ignored "Thread.run()" should not be called directly "null" should not be used with "Optional" "read" and "readLine" return values should be used Used Strings and Boxed types should be compared using "equals()" Methods should not be named "tostring", "hashcode" or "equal" Non-thread-safe fields should not be static Getters and setters should be synchronized in pairs Unary prefix operators should not use mismatched year and week numbers "StringBuilder" and "StringBuffer" should not be laug 主要 Unary prefix operators should not be used for date formatting "equals()" Week Year ("YYYY") should not be used for date formatting "equals" method overrides should accept "Object" parameters Exceptions should not be created without being thrown Collection sizes and array length comparisons should make sense "ThreadLocal" variables should be cleaned up when no longer used Synchronization should not be done on instances of value-based classes Related "if/else if" statements should not have the same condition All branches in a conditional structure should not have the same condition All branches in a conditional structure should not have the same condition The recex escape sequence VcX should only be Bug = ###	A "for" loop update clause should move the counter in the right direction	Bug	主要
Loops with at most one iteration should not be reused used   上要   上要   上要   上要   上要   上要   上要   上		Bug	主要
Inappropriate regular expressions should not be used used   主要   上要   上要   上要   上要   上要   上要   上要	Variables should not be self-assigned	Bug	主要
used '=+" should not be used instead of "+=" Bug 主要 Loops with at most one iteration should be refactored Classes should not be compared by name Bug 主要 Identical expressions should not be used on both sides of a binary operator JUnit5 test classes and methods should not be silently ignored "Thread-run()" should not be called directly Bug 主要 "null" should not be used with "Optional" Bug 主要 "read" and "readLine" return values should be used Using "equals()" Bug 主要 Exemple Should not be static Bug 主要 Using "equals()" Bug Eter Using Bug Ete	Consumed Stream pipelines should not be reused	Bug	主要
Loops with at most one iteration should be refactored   Exe refactored   Exe   Ex	Inappropriate regular expressions should not be	•	主要
refactored Classes should not be compared by name Identical expressions should not be used on both sides of a binary operator  JUnit5 test classes and methods should not be silently ignored  "Thread.run()" should not be called directly "null" should not be used with "Optional" "read" and "readLine" return values should be used with "Optional" "read" and "readLine" return values should be used with "Optional" "read" and "readLine" return values should be used with "Optional" "read" and "readLine" return values should be used with "Optional" "read" and "readLine" return values should be used with "Optional" "read" and "readLine" return values should be used with used with graph of the part of t	"=+" should not be used instead of "+="	Bug	主要
主要	Loops with at most one iteration should be refactored	Bug	主要
sides of a binary operator  JUnit5 test classes and methods should not be silently ignored  "Thread.run()" should not be called directly  "null" should not be used with "Optional"  "read" and "readLine" return values should be used used  Strings and Boxed types should be compared using "equals()"  Methods should not be named "tostring", hashcode" or "equal"  Non-thread-safe fields should not be static  Getters and setters should be synchronized in pairs  Unary prefix operators should not use mismatched year and week numbers  "StringBuilder" and "StringBuffer" should not be instantiated with a character  Week Year ("YYYY") should not be used for date formatting  "equals" method overrides should accept "Object" parameters  Exceptions should not be created without being thrown  Collection sizes and array length comparisons should make sense  "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have the same implementation  The regex execute the same implementation  The regex escape sequence \cX should only be  Bug	Classes should not be compared by name	Bug	主要
silently ignored "Thread.run()" should not be called directly "null" should not be used with "Optional" "read" and "readLine" return values should be used used  Strings and Boxed types should be compared using "equals()"  Methods should not be named "tostring", "hashcode" or "equal"  Non-thread-safe fields should not be static  Getters and setters should be synchronized in pairs  Unary prefix operators should not be repeated DateTimeFormatters should not use mismatched year and week numbers "StringBuilder" and "StringBuffer" should not be instantiated with a character  Week Year ("YYYY") should not be used for date formatting "equals" method overrides should accept "Object" parameters  Exceptions should not be created without being thrown  Collection sizes and array length comparisons should make sense "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have the same condition  The regex execabe sequence \cX should only be  Bug	Identical expressions should not be used on both sides of a binary operator	Bug	主要
"null" should not be used with "Optional"  "read" and "readLine" return values should be used  Strings and Boxed types should be compared using "equals()"  Methods should not be named "tostring",     "hashcode" or "equal"  Non-thread-safe fields should not be static  Getters and setters should be synchronized in pairs  Unary prefix operators should not be repeated  DateTimeFormatters should not use mismatched year and week numbers  "StringBuilder" and "StringBuffer" should not be instantiated with a character  Week Year ("YYYY") should not be used for date formatting  "equals" method overrides should accept "Object" parameters  Exceptions should not be created without being thrown  Collection sizes and array length comparisons should make sense  "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  The regex exactly the same implementation  The regex escape seguence \CX should only be  EEE  ### ### ########################		Bug	主要
"read" and "readLine" return values should be used   主要     Strings and Boxed types should be compared using "equals()"   Bug   主要     Methods should not be named "tostring",   Bug   主要     Methods should not be named "tostring",   Bug   主要     Non-thread-safe fields should not be static   Bug   主要     Getters and setters should be synchronized in pairs   Bug   主要     Unary prefix operators should not be repeated   Bug   主要     DateTimeFormatters should not use mismatched year and week numbers   StringBuilder" and "StringBuffer" should not be instantiated with a character   Bug   主要     Week Year ("YYYY") should not be used for date formatting   equals" method overrides should accept "Object" parameters   Bug   主要     Exceptions should not be created without being thrown   Exceptions should not be cleaned up when no longer used   Synchronization should not be done on instances of value-based classes   Related "if/else if" statements should not have the same condition   All branches in a conditional structure should only be   Bug   主要	"Thread.run()" should not be called directly	Bug	主要
Strings and Boxed types should be compared using "equals()"   主要   主要   主要   主要   主要   上要   上要   上要	"null" should not be used with "Optional"	Bug	主要
using "equals()"  Methods should not be named "tostring", "hashcode" or "equal"  Non-thread-safe fields should not be static  Getters and setters should be synchronized in pairs  Unary prefix operators should not be repeated  Date Time Formatters should not use mismatched year and week numbers  "String Builder" and "String Buffer" should not be instantiated with a character  Week Year ("YYYY") should not be used for date formatting  "equals" method overrides should accept "Object" parameters  Exceptions should not be created without being thrown  Collection sizes and array length comparisons should make sense  "Thread Local" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have have exactly the same implementation  The regex escape sequence \cX should only be		Bug	主要
Methods should not be named "tostring", "hashcode" or "equal"  Non-thread-safe fields should not be static  Getters and setters should be synchronized in pairs  Unary prefix operators should not be repeated Unary prefix operators should not use mismatched year and week numbers  "StringBuilder" and "StringBuffer" should not be instantiated with a character  Week Year ("YYYY") should not be used for date formatting  "equals" method overrides should accept "Object" parameters  Exceptions should not be created without being thrown  Collection sizes and array length comparisons should make sense  "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have thave exactly the same implementation  The regex escape sequence \CX should only be	Strings and Boxed types should be compared using "equals()"	Bug	主要
Ann-thread-safe fields should not be static   Bug   主要     Getters and setters should be synchronized in pairs     Unary prefix operators should not be repeated   Bug   主要     DateTimeFormatters should not use mismatched year and week numbers     "StringBuilder" and "StringBuffer" should not be instantiated with a character     Week Year ("YYYY") should not be used for date formatting     "equals" method overrides should accept   Bug   主要     Exceptions should not be created without being thrown     Collection sizes and array length comparisons should make sense     "ThreadLocal" variables should be cleaned up when no longer used     Synchronization should not be done on instances of value-based classes     Related "if/else if" statements should not have the same condition     All branches in a conditional structure should not have have exactly the same implementation     The regex escape sequence \cX should only be   Bug      ‡要	Methods should not be named "tostring".	Bug	主要
DateTimeFormatters should not use mismatched year and week numbers  "StringBuilder" and "StringBuffer" should not be instantiated with a character  Week Year ("YYYY") should not be used for date formatting  "equals" method overrides should accept "Object" parameters  Exceptions should not be created without being thrown  Collection sizes and array length comparisons should make sense  "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have exactly the same implementation  The regex escape sequence \cX should only be	· ·	Bug	主要
DateTimeFormatters should not use mismatched year and week numbers  "StringBuilder" and "StringBuffer" should not be instantiated with a character  Week Year ("YYYY") should not be used for date formatting  "equals" method overrides should accept "Object" parameters  Exceptions should not be created without being thrown  Collection sizes and array length comparisons should make sense  "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have have exactly the same implementation  The regex escape sequence \cX should only be		Bug	主要
year and week numbers  "StringBuilder" and "StringBuffer" should not be instantiated with a character  Week Year ("YYYY") should not be used for date formatting  "equals" method overrides should accept "Object" parameters  Exceptions should not be created without being thrown  Collection sizes and array length comparisons should make sense  "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have have exactly the same implementation  The regex escape sequence \cX should only be  Bug	Unary prefix operators should not be repeated	Bug	主要
instantiated with a character  Week Year ("YYYY") should not be used for date formatting  "equals" method overrides should accept "Object" parameters  Exceptions should not be created without being thrown  Collection sizes and array length comparisons should make sense  "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have have exactly the same implementation  The regex escape sequence \cX should only be  Bug 主要		Bug	主要
formatting  "equals" method overrides should accept "Object" parameters  Exceptions should not be created without being thrown  Collection sizes and array length comparisons should make sense  "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have exactly the same implementation  The regex escape sequence \cX should only be  Bug  主要  主要  主要  主要  主要  主要  主要  主要  主要  主	"StringBuilder" and "StringBuffer" should not be instantiated with a character	Bug	主要
"Object" parameters	Week Year ("YYYY") should not be used for date	Bug	主要
thrown  Collection sizes and array length comparisons should make sense  "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have exactly the same implementation  The regex escape sequence \cX should only be  Bug  主要  主要  主要  主要  主要  主要  主要  主要  主要  主	"equals" method overrides should accept "Object" parameters	Bug	主要
should make sense  "ThreadLocal" variables should be cleaned up when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have exactly the same implementation  The regex escape sequence \cX should only be  Bug  主要  主要		Bug	主要
when no longer used  Synchronization should not be done on instances of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have exactly the same implementation  The regex escape sequence \cX should only be	Collection sizes and array length comparisons should make sense	Bug	主要
of value-based classes  Related "if/else if" statements should not have the same condition  All branches in a conditional structure should not have exactly the same implementation  The regex escape sequence \cX should only be		Bug	主要
the same condition  All branches in a conditional structure should not have exactly the same implementation  The regex escape sequence \cX should only be		Bug	主要
have exactly the same implementation  The regex escape sequence \cX should only be Bug 主要		Bug	主要
The regex escape sequence \cX should only be used with characters in the @ range		Bug	主要
	The regex escape sequence \cX should only be used with characters in the @ range	Bug	主要



	Γ	
"Iterator.hasNext()" should not call "Iterator.next()"	Bug	主要
"String" calls should not go beyond their bounds	Bug	主要
Raw byte values should not be used in bitwise operations in combination with shifts	Bug	主要
Custom serialization method signatures should meet requirements	Bug	主要
"Externalizable" classes should have no- arguments constructors	Bug	主要
"iterator" should not return "this"	Bug	主要
Child class methods named for parent class methods should be overrides	Bug	主要
Inappropriate "Collection" calls should not be made	Bug	主要
"compareTo" should not be overloaded	Bug	主要
AssertJ assertions with "Consumer" arguments should contain assertion inside consumers	Bug	主要
"volatile" variables should not be used with compound operators	Bug	主要
Map values should not be replaced unconditionally	Bug	主要
"getClass" should not be used for synchronization	Bug	主要
Assignment of lazy-initialized members should be the last step with double-checked locking	Bug	主要
Min and max used in combination should not always return the same value	Bug	主要
"compareTo" results should not be checked for specific values	Bug	次要
Regex repetition pattern's body should not match the empty String	Bug	次要
AssertJ assertions "allMatch" and "doesNotContains" should also test for emptiness	Bug	次要
Double Brace Initialization should not be used	Bug	次要
Boxing and unboxing should not be immediately reversed	Bug	次要
"Iterator.next()" methods should throw "NoSuchElementException"	Bug	次要
"@NonNull" values should not be set to null	Bug	次要
Neither "Math.abs" nor negation should be used on numbers that could be "MIN_VALUE"	Bug	次要
The value returned from a stream read should be checked	Bug	次要
Method parameters, caught exceptions and foreach variables' initial values should not be ignored	Bug	次要
"equals(Object obj)" and "hashCode()" should be overridden in pairs	Bug	次要
"Serializable" inner classes of non-serializable classes should be "static"	Bug	次要
Math operands should be cast before assignment	Bug	次要



Ints and longs should not be shifted by zero or more than their number of bits-1	Bug	次要
"compareTo" should not return "Integer.MIN_VALUE"	Bug	次要
The non-serializable super class of a "Serializable" class should have a no-argument constructor	Bug	次要
"toArray" should be passed an array of the proper type	Bug	次要
Non-primitive fields should not be "volatile"	Bug	次要
"equals(Object obj)" should test argument type	Bug	次要
Return values should not be ignored when they contain the operation status code	Bug	次要
A secure password should be used when connecting to a database	漏洞	阻断
XML parsers should not be vulnerable to XXE attacks	漏洞	阻断
Default EJB interceptors should be declared in "ejb-jar.xml"	漏洞	阻断
Struts validation forms should have unique names	漏洞	阻断
Cipher Block Chaining IV's should be unpredictable	漏洞	严重
Persistent entities should not be used as arguments of "@RequestMapping" methods	漏洞	严重
Defined filters should be used	漏洞	严重
JWT should be signed and verified with strong cipher algorithms	漏洞	严重
Cipher algorithms should be robust	漏洞	严重
Encryption algorithms should be used with secure mode and padding scheme	漏洞	严重
A new session should be created during user authentication	漏洞	严重
Weak SSL/TLS protocols should not be used	漏洞	严重
Cryptographic keys should be robust	漏洞	严重
"HttpServletRequest.getRequestedSessionId()" should not be used	漏洞	严重
LDAP connections should be authenticated	漏洞	严重
Server hostnames should be verified during SSL/TLS connections	漏洞	严重
"HttpSecurity" URL patterns should be correctly ordered	漏洞	严重
Basic authentication should not be used	漏洞	严重
Server certificates should be verified during SSL/TLS connections	漏洞	严重
Passwords should not be stored in plain-text or with a fast hashing algorithm	漏洞	严重
"SecureRandom" seeds should not be predictable	漏洞	严重
Insecure temporary file creation methods should not be used	漏洞	严重
Hashes should include an unpredictable salt	漏洞	严重



	I	
Authorizations should be based on strong decisions	漏洞	主要
OpenSAML2 should be configured to prevent authentication bypass	漏洞	主要
"ActiveMQConnectionFactory" should not be vulnerable to malicious code deserialization	漏洞	次要
Exceptions should not be thrown from servlet methods	漏洞	次要
Tests should include assertions	坏味道	阻断
Child class fields should not shadow parent class fields	坏味道	阻断
Assertions should be complete	坏味道	阻断
"clone" should not be overridden	坏味道	阻断
"switch" statements should not contain non-case labels	坏味道	阻断
Methods returns should not be invariant	坏味道	阻断
Silly bit operations should not be performed	坏味道	阻断
Switch cases should end with an unconditional "break" statement	坏味道	阻断
Methods and field names should not be the same or differ only by capitalization	坏味道	阻断
JUnit test cases should call super methods	坏味道	阻断
TestCases should contain tests	坏味道	阻断
"ThreadGroup" should not be used	坏味道	阻断
Future keywords should not be used as names	坏味道	阻断
Short-circuit logic should be used in boolean contexts	坏味道	阻断
"default" clauses should be last	坏味道	严重
Whitespace and control characters in literals should be explicit	坏味道	严重
IllegalMonitorStateException should not be caught	坏味道	严重
Cognitive Complexity of methods should not be too high	坏味道	严重
The Object.finalize() method should not be overridden	坏味道	严重
Package declaration should match source file directory	坏味道	严重
Null should not be returned from a "Boolean" method	坏味道	严重
String offset-based methods should be preferred for finding substrings from offsets	坏味道	严重
Instance methods should not write to "static" fields	坏味道	严重
"indexOf" checks should not be for positive numbers	坏味道	严重
Factory method injection should be used in "@Configuration" classes	坏味道	严重
Empty lines should not be tested with regex MULTILINE flag	坏味道	严重



	1	1
Mocking all non-private methods of a class should be avoided	坏味道	严重
"Object.finalize()" should remain protected (versus public) when overriding	坏味道	严重
"Cloneables" should implement "clone"	坏味道	严重
"Object.wait()" and "Condition.await()" should be called inside a "while" loop	坏味道	严重
Methods should not be empty	坏味道	严重
"equals" method parameters should not be marked "@Nonnull"	坏味道	严重
Classes should not access their own subclasses during initialization	坏味道	严重
Exceptions should not be thrown in finally blocks	坏味道	严重
Method overrides should not change contracts	坏味道	严重
"for" loop increment clauses should modify the loops' counters	坏味道	严重
Constants should not be defined in interfaces	坏味道	严重
Generic wildcard types should not be used in return types	坏味道	严重
Execution of the Garbage Collector should be triggered only by the JVM	坏味道	严重
Derived exceptions should not hide their parents' catch blocks	坏味道	严重
Methods setUp() and tearDown() should be correctly annotated starting with JUnit4	坏味道	严重
Conditionals should start on new lines	坏味道	严重
A conditionally executed single line should be denoted by indentation	坏味道	严重
Class members annotated with "@VisibleForTesting" should not be accessed from production code	坏味道	严重
Fields in a "Serializable" class should either be transient or serializable	坏味道	严重
"switch" statements should have "default" clauses	坏味道	严重
JUnit assertions should not be used in "run" methods	坏味道	严重
"readResolve" methods should be inheritable	坏味道	严重
Constant names should comply with a naming convention	坏味道	严重
"static" base class members should not be accessed via derived types	坏味道	严重
String literals should not be duplicated	坏味道	严重
Class names should not shadow interfaces or superclasses	坏味道	严重
"String#replace" should be preferred to "String#replaceAll"	坏味道	严重
Try-with-resources should be used	坏味道	严重
Source files should not have any duplicated blocks	坏味道	主要
Regexes containing characters subject to normalization should use the CANON_EQ flag	坏味道 	主要





Boolean expressions should not be gratuitous	坏味道	主要
Similar tests should be grouped in a single Parameterized test	坏味道	主要
Track uses of "FIXME" tags	坏味道	主要
Tests should be stable	坏味道	主要
"@Deprecated" code marked for removal should never be used	坏味道	主要
Parameters should be passed in the correct order	坏味道	主要
Unused "private" methods should be removed	坏味道	主要
"ResultSet.isLast()" should not be used	坏味道	主要
"URL.hashCode" and "URL.equals" should be avoided	坏味道	主要
Names of regular expressions named groups should be used	坏味道	主要
Try-catch blocks should not be nested	坏味道	主要
Character classes in regular expressions should not contain the same character twice	坏味道	主要
Synchronized classes Vector, Hashtable, Stack and StringBuffer should not be used	坏味道	主要
Redundant pairs of parentheses should be removed	坏味道	主要
"Lock" objects should not be "synchronized"	坏味道	主要
Multiline blocks should be enclosed in curly braces	坏味道	主要
Classes with only "static" methods should not be instantiated	坏味道	主要
Labels should not be used	坏味道	主要
"static" members should be accessed statically	坏味道	主要
Utility classes should not have public constructors	坏味道	主要
Unused type parameters should be removed	坏味道	主要
Assertion arguments should be passed in the correct order	坏味道	主要
Local variables should not shadow class fields	坏味道	主要
AssertJ "assertThatThrownBy" should not be used alone	坏味道	主要
"switch" statements should not have too many "case" clauses	坏味道	主要
Regular expressions should not be too complicated	坏味道	主要
Deprecated elements should have both the annotation and the Javadoc tag	坏味道	主要
Assignments should not be made from within sub-expressions	坏味道	主要
Test methods should not contain too many assertions	坏味道	主要
Inner class calls to super class methods should be unambiguous	坏味道	主要
Ternary operators should not be nested	坏味道	主要
'List.remove()' should not be used in ascending 'for' loops	坏味道	主要



Exception testing via JUnit ExpectedException rule should not be mixed with other assertions	坏味道	主要
Only one method invocation is expected when testing runtime exceptions	坏味道	主要
Nullness of parameters should be guaranteed	坏味道	主要
Unused method parameters should be removed	坏味道	主要
Only static class initializers should be used	坏味道	主要
Vararg method arguments should not be confusing	坏味道	主要
Unused "private" fields should be removed	坏味道	主要
Collapsible "if" statements should be merged	坏味道	主要
Unused labels should be removed	坏味道	主要
JUnit assertTrue/assertFalse should be simplified to the corresponding dedicated assertion	坏味道	主要
Whitespace for text block indent should be consistent	坏味道	主要
Throwable and Error should not be caught	坏味道	主要
Printf-style format strings should be used correctly	坏味道	主要
"Integer.toHexString" should not be used to build hexadecimal strings	坏味道	主要
Constructors of an "abstract" class should not be declared "public"	坏味道	主要
Constructors should not be used to instantiate "String", "BigInteger", "BigDecimal" and primitive-wrapper classes	坏味道	主要
Enumeration should not be implemented	坏味道	主要
Empty arrays and collections should be returned instead of null	坏味道	主要
Objects should not be created only to "getClass"	坏味道	主要
Primitives should not be boxed just for "String" conversion	坏味道	主要
Exceptions should be either logged or rethrown but not both	坏味道	主要
"@Override" should be used on overriding and implementing methods	坏味道	主要
"Preconditions" and logging arguments should not require evaluation	坏味道	主要
"entrySet()" should be iterated when both the key and value are needed	坏味道	主要
"Class.forName()" should not load JDBC 4.0+ drivers	坏味道	主要
Two branches in a conditional structure should not have exactly the same implementation	坏味道	主要
"Map.get" and value test should be replaced with single method call	坏味道	主要
"Arrays.stream" should be used for primitive arrays	坏味道	主要
"@RequestMapping" methods should be "public"	坏味道	主要
Non-constructor methods should not have the same name as the enclosing class	坏味道	主要



"roadObject" should not be "synchronized"	坏味道	主要
"readObject" should not be "synchronized"  "Threads" should not be used where "Runnables"	坏鬼 坏味道	主要
are expected	小味道	土安
Java features should be preferred to Guava	坏味道	主要
"Stream.peek" should be used with caution	坏味道	主要
Unused "private" classes should be removed	坏味道	主要
Raw types should not be used	坏味道	主要
A field should not duplicate the name of its containing class	坏味道	主要
Single-character alternations in regular expressions should be replaced with character classes	坏味道	主要
String multiline concatenation should be replaced with Text Blocks	坏味道	主要
Reluctant quantifiers in regular expressions should be followed by an expression that can't match the empty string	坏味道	主要
Unused assignments should be removed	坏味道	主要
"DateUtils.truncate" from Apache Commons Lang library should not be used	坏味道	主要
"Thread.sleep" should not be used in tests	坏味道	主要
Sections of code should not be commented out	坏味道	主要
"for" loop stop conditions should be invariant	坏味道	主要
JUnit4 @Ignored and JUnit5 @Disabled annotations should be used to disable tests and should provide a rationale	坏味道	主要
Anonymous inner classes containing only one method should become lambdas	坏味道	主要
"Object.wait()" should never be called on objects that implement "java.util.concurrent.locks.Condition"	坏味道	主要
Inheritance tree of classes should not be too deep	坏味道	主要
Generic exceptions should never be thrown	坏味道	主要
Silly math should not be performed	坏味道	主要
Standard outputs should not be used directly to log anything	坏味道	主要
Methods should not have too many parameters	坏味道	主要
Nested blocks of code should not be left empty	坏味道	主要
"writeObject" should not be the only "synchronized" code in a class	坏味道	主要
Classes named like "Exception" should extend "Exception" or a subclass	坏味道	主要
Reflection should not be used to increase accessibility of classes, methods, or fields	坏味道	主要
Static fields should not be updated in constructors	坏味道	主要
Exception types should not be tested using "instanceof" in catch blocks	坏味道	主要
Classes from "sun.*" packages should not be used	坏味道	主要



		1.
"java.nio.Files#delete" should be preferred	坏味道	主要
Assignments should not be redundant	坏味道	主要
"else" statements should be clearly matched with an "if"	坏味道	主要
Operator "instanceof" should be used instead of "A.class.isInstance()"	坏味道	主要
Methods should not have identical implementations	坏味道	主要
Restricted Identifiers should not be used as Identifiers	坏味道	主要
Asserts should not be used to check the parameters of a public method	坏味道	主要
Consecutive AssertJ "assertThat" statements should be chained	坏味道	次要
"throws" declarations should not be superfluous	坏味道	次要
Character classes should be preferred over reluctant quantifiers in regular expressions	坏味道	次要
A "while" loop should be used instead of a "for" loop	坏味道	次要
"Collections.EMPTY_LIST", "EMPTY_MAP", and "EMPTY_SET" should not be used	坏味道	次要
Chained AssertJ assertions should be simplified to the corresponding dedicated assertion	坏味道	次要
Empty statements should be removed	坏味道	次要
Return of boolean expressions should not be wrapped into an "if-then-else" statement	坏味道	次要
Loggers should be named for their enclosing classes	坏味道	次要
Local variables should not be declared and then immediately returned or thrown	坏味道	次要
Boolean literals should not be redundant	坏味道	次要
Modifiers should be declared in the correct order	坏味道	次要
Deprecated "\${pom}" properties should not be used	坏味道	次要
Unnecessary imports should be removed	坏味道	次要
Unused local variables should be removed	坏味道	次要
Exception testing via JUnit @Test annotation should be avoided	坏味道	次要
Catches should be combined	坏味道	次要
Mutable fields should not be "public static"	坏味道	次要
Null checks should not be used with "instanceof"	坏味道	次要
Boxed "Boolean" should be avoided in boolean expressions	坏味道	次要
Methods of "Random" that return floating point values should not be used in random integer generation	坏味道	次要
"@CheckForNull" or "@Nullable" should not be used on primitive types	坏味道	次要
Public constants and fields initialized at declaration should be "static final" rather than merely "final"	坏味道	次要



Simple string literal should be used for single line strings	坏味道	次要
Escape sequences should not be used in text blocks	坏味道	次要
Overriding methods should do more than simply call the same method in the super class	坏味道	次要
Static non-final field names should comply with a naming convention	坏味道	次要
Classes that override "clone" should be "Cloneable" and call "super.clone()"	坏味道	次要
Primitive wrappers should not be instantiated only for "toString" or "compareTo" calls	坏味道	次要
Case insensitive string comparisons should be made without intermediate upper or lower casing	坏味道	次要
Test classes should comply with a naming convention	坏味道	次要
Collection.isEmpty() should be used to test for emptiness	坏味道	次要
String.valueOf() should not be appended to a String	坏味道	次要
Exception classes should be immutable	坏味道	次要
Parsing should be used to convert "Strings" to primitives	坏味道	次要
"switch" statements should have at least 3 "case" clauses	坏味道	次要
Multiple variables should not be declared on the same line	坏味道	次要
"read(byte[],int,int)" should be overridden	坏味道	次要
"@Deprecated" code should not be used	坏味道	次要
Strings should not be concatenated using '+' in a loop	坏味道	次要
Maps with keys that are enum values should be replaced with EnumMap	坏味道	次要
"catch" clauses should do more than rethrow	坏味道	次要
Nested "enum"s should not be declared static	坏味道	次要
"equals(Object obj)" should be overridden along with the "compareTo(T obj)" method	坏味道	次要
Private fields only used as local variables in methods should become local variables	坏味道	次要
Arrays should not be created for varargs parameters	坏味道	次要
Class variable fields should not have public accessibility	坏味道	次要
Methods should not return constants	坏味道	次要
The default unnamed package should not be used	坏味道	次要
Type parameters should not shadow other type parameters	坏味道	次要
Declarations should use Java collection interfaces such as "List" rather than specific implementation classes such as "LinkedList"	坏味道	次要



	1	1
"public static" fields should be constant	<u>坏味道</u>	次要
An iteration on a Collection should be performed on the type handled by the Collection	坏味道	次要
"StandardCharsets" constants should be preferred	坏味道	次要
Jump statements should not be redundant	坏味道	次要
"close()" calls should not be redundant	坏味道	次要
Boolean checks should not be inverted	坏味道	次要
"indexOf" checks should use a start position	坏味道	次要
Redundant casts should not be used	坏味道	次要
"ThreadLocal.withInitial" should be preferred	坏味道	次要
Abstract classes without fields should be converted to interfaces	坏味道	次要
"toString()" should never be called on a String object	坏味道	次要
Lambdas should be replaced with method references	坏味道	次要
Parentheses should be removed from a single lambda input parameter when its type is inferred	坏味道	次要
Call to Mockito method "verify", "when" or "given" should be simplified	坏味道	次要
JUnit rules should be used	坏味道	次要
Annotation repetitions should not be wrapped	坏味道	次要
Loops should not contain more than a single "break" or "continue" statement	坏味道	次要
Lambdas containing only one statement should not nest this statement in a block	坏味道	次要
Abstract methods should not be redundant	坏味道	次要
"private" methods called only by inner classes should be moved to those classes	坏味道	次要
Fields in non-serializable classes should not be "transient"	坏味道	次要
Composed "@RequestMapping" variants should be preferred	坏味道	次要
Package names should comply with a naming convention	坏味道	次要
Interface names should comply with a naming convention	坏味道	次要
Field names should comply with a naming convention	坏味道	次要
Local variable and method parameter names should comply with a naming convention	坏味道	次要
Type parameter names should comply with a naming convention	坏味道	次要
"write(byte[],int,int)" should be overridden	坏味道	次要
Nested code blocks should not be used	坏味道	次要
Array designators "[]" should be on the type, not the variable	坏味道	次要
URIs should not be hardcoded	坏味道	次要
"finalize" should not set fields to "null"	坏味道	次要



Arrays should not be copied using loops	坏味道	次要
Array designators "[]" should be located after the type in method signatures	坏味道	次要
Subclasses that add fields should override "equals"	坏味道	次要
Class names should comply with a naming convention	坏味道	次要
Method names should comply with a naming convention	坏味道	次要
The diamond operator ("<>") should be used	坏味道	次要
Switch arrow labels should not use redundant keywords	坏味道	次要
Text blocks should not be used in complex expressions	坏味道	次要
"Stream" call chains should be simplified when possible	坏味道	次要
Functional Interfaces should be as specialised as possible	坏味道	次要
"enum" fields should not be publicly mutable	坏味道	次要
Packages containing only "package-info.java" should be removed	坏味道	次要
Classes should not be empty	坏味道	次要
Track uses of "TODO" tags	坏味道	提示
Deprecated code should be removed	坏味道	提示
JUnit5 test classes and methods should have default package visibility	坏味道	提示
Comma-separated labels should be used in Switch with colon case	坏味道	提示
Local-Variable Type Inference should be used	坏味道	提示

<mark>质量配置</mark> js:Sonar way Bug:44 漏洞:11 :	坏味道:74	
规则	类型	违规级别
Callbacks of array methods should have return statements	Bug	阻断
Loops should not be infinite	Bug	阻断
Jump statements should not occur in "finally" blocks	Bug	严重
"in" should not be used with primitive types	Bug	严重
Function calls should not pass extra arguments	Bug	严重
"Symbol" should not be used as a constructor	Bug	严重
A compare function should be provided when using "Array.prototype.sort()"	Bug	严重
Results of "in" and "instanceof" should be negated rather than operands	Bug	严重
"super()" should be invoked appropriately	Bug	严重
Getters and setters should access the expected fields	Bug	严重



Return values from functions without side effects should not be ignored "NaN" should not be used in comparisons Bug 主要 Related "if/else if" statements should not have the same condition The output of functions that don't return anything should not be used All Dranches in a conditional structure should not have exactly the same implementation Values should not be used shave exactly the same implementation Bug 主要 Special identifiers should not be bound or assigned Properties of variables with "null" or "undefined" values should not be accessed Objects should not be accessed Objects should not be created to be dropped immediately without being used A "for" loop update clause should move the counter in the right direction Function argument names should be unique Bug 主要 Variables should not be self-assigned Bug 主要 Property names should not be duplicated within a class or object literal Non-emitsent operators '=+', '=-' and '=!' should not be used "new" operators should not be used with functions Bug 主要 Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean Contexts Strict equality operators should not be used in boolean Bug 主要 Strict equality operators should not be used with dissimilar types Strict equality operators should not be used with dissimilar types Setters should not be made to update "const" Bug 主要 Collection elements should not be replaced unconditionally Expressions should not be used with dissimilar types Setters should not be made to update "const" Bug 主要 Collection elements should not be replaced unconditionally Expressions should		I_	\ <del></del>
**NoN" should not be used in comparisons Bug 主要 Generators should "yield" something Bug 主要 The output of functions that don't return anything should not be used All branches in a condition Bug stage All branches in a conditional structure should not have the same condition The output of functions that don't return anything should not be used All branches in a conditional structure should not bave exactly the same implementation Bug stage All branches in a conditional structure should not All branches in a conditional structure should not bave exactly the same implementation Bug stage All branches in a conditional structure should not Bug stage All branches in a conditional structure should not be uselessly incremented Bug tage sassigned Properties of variables with "null" or "undefined" salves should not be created to be dropped immediately without being used A "for" loop update clause should move the counter in the right direction Function argument names should be unique Bug tage Department of the right direction Function argument names should be unique Bug tage Property names should not be duplicated within a class or object literal Non-empty statements should change control flow or have at least one side-effect Non-existent operators should change control flow or have at least one side-effect Non-existent operators should be used with functions Bug tage Loops with at most one iteration should be refactored All code should be reachable Bug tage Identical expressions should not be used on both sides of a binary operator Should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not return values Bug tage Identical expressions should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not be made to update "const" Bug tage Identical expressions should not be replaced in switch cases Collection elements should not be replaced unconditionally tage Identical English and the gauge tage Identi	Destructuring patterns should not be empty	Bug	主要
Related "if/else if" statements should not have the same condition The output of functions that don't return anything should not be used All branches in a condition The output of functions that don't return anything should not be used All branches in a conditional structure should not have exactly the same implementation Values should not be uselessly incremented Special identifiers should not be bound or assigned Properties of variables with "null" or "undefined" salues should not be accessed Objects should not be created to be dropped immediately without being used A "for" loop update clause should move the counter in the right direction Function argument names should be unique Variables should not be self-assigned Property names should not be duplicated within a class or object literal Non-empty statements should change control flow or have at least one side-effect Non-existent operators '=+', '=-' and '=!' should not be used "new" operators should be used with functions Bug 主要 Loops with at most one iteration should be refactored All code should be reachable Identical expressions should not be used on both sides of a binary operator Strict equality operators should not be used with dissimilar types Setters should not return values Promise rejections should not be used with dissimilar types Setters should not perators should not be used with dissimilar types  Setters should not be made to update "const" Bug 主要  Locps witch cases  Attempts should not be made to update "const" Bug 主要  Expressional not be replaced unconditionally Express should not be replaced unconditionally Express should not be created without being thrown Collection sizes and array length comparisons Bug 主要		Bug	主要
Related "if/else if" statements should not have the same condition The output of functions that don't return anything should not be used All branches in a conditional structure should not have exactly the same implementation Values should not be uselessly incremented Special identifiers should not be bound or assigned Properties of variables with "null" or "undefined" values should not be accessed Objects should not be accessed Objects should not be created to be dropped immediately without being used A "for" loop update clause should move the counter in the right direction Function argument names should be unique Bug 主要 Variables should not be self-assigned Bug 主要 Property names should not be duplicated within a class or object literal Non-empty statements should change control flow or have at least one side-effect Non-existent operators '=+', '=-' and '=!' should not be used "new" operators should be used with functions Loops with at most one iteration should be refactored All code should be reachable Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not return values Promise rejections should not be caught by 'try' block Comma and logical OR operators should not be used with dissimilar types  Setters should not be made to update "const" bug  i mean and logical OR operators should not be used in switch cases  Attempts should not be reached "in with the sug and	"NaN" should not be used in comparisons	Bug	主要
the same condition    The output of functions that don't return anything should not be used   主要	Generators should "yield" something	Bug	主要
anything should not be used All branches in a conditional structure should not have exactly the same implementation Values should not be uselessly incremented Special identifiers should not be bound or assigned Properties of variables with "null" or "undefined" values should not be accessed Objects should not be created to be dropped immediately without being used A "for" loop update clause should move the counter in the right direction Function argument names should be unique Bug 主要 Variables should not be self-assigned Bug 主要 Property names should not be duplicated within a class or object literal Non-empty statements should change control flow or have at least one side-effect Non-existent operators '=+', '=-' and '=!' should not be used "new" operators should be used with functions Bug 主要 Loops with at most one iteration should be refactored All code should be reachable Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean contexts Setters should not return values Promise rejections should not be caught by 'try' Bug 主要 Setters should not return values Promise rejections should not be caught by 'try' Bug 主要 Collection elements should not be replaced unconditionally Errors should not be created without being thrown Collection sizes and array length comparisons Bug 主要		Bug	主要
have exactly the same implementation Values should not be uselessly incremented Special identifiers should not be bound or assigned Properties of variables with "null" or "undefined" values should not be accessed Objects should not be created to be dropped immediately without being used A "for" loop update clause should move the counter in the right direction Function argument names should be unique Bug 主要 Variables should not be self-assigned Bug 主要 Variables should not be self-assigned Bug 主要 Variables should not be duplicated within a class or object literal Non-empty statements should change control flow or have at least one side-effect Non-existent operators '=+', '=-' and '=!' should not be used "new" operators should be used with functions Loops with at most one iteration should be refactored All code should be reachable Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not return values Promise rejections should not be caught by 'try' block Comma and logical OR operators should not be used with switch cases Attempts should not be made to update "const" bug Eæg  Employed  Eæg  Eæg  Collection elements should not be replaced unconditionally Errors should not be created without being thrown Collection sizes and array length comparisons  Bug  Eæg  Eæg  Eæg  Eæg  Eæg  Eæg  Eæg  E	The output of functions that don't return anything should not be used	Bug	主要
Special identifiers should not be bound or assigned		Bug	主要
assigned Properties of variables with "null" or "undefined" values should not be accessed Objects should not be accessed	Values should not be uselessly incremented	Bug	主要
values should not be accessed Objects should not be created to be dropped immediately without being used A "for" loop update clause should move the counter in the right direction Function argument names should be unique Variables should not be self-assigned Property names should not be duplicated within a class or object literal Non-empty statements should change control flow or have at least one side-effect Non-existent operators '=+', '=-' and '=!' should not be used "new" operators should be used with functions Loops with at most one iteration should be refactored All code should be reachable Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not return values Promise rejections should not be caught by 'try' block Comma and logical OR operators should not be used in switch cases Attempts should not be created without being Collection elements should not be replaced unconditionally Errors should not be created without being Errors should not be created without being Collection sizes and array length comparisons Bug 主要		Bug	主要
immediately without being used A "for" loop update clause should move the counter in the right direction Function argument names should be unique Bug 主要 Variables should not be self-assigned Property names should not be duplicated within a class or object literal Non-empty statements should change control flow or have at least one side-effect Non-existent operators '=+', '=-' and '=!' should not be used "new" operators should be used with functions Loops with at most one iteration should be refactored All code should be reachable Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not return values Promise rejections should not be caught by 'try' block Comma and logical OR operators should not be used in switch cases Attempts should not be made to update "const" and itempts should not be created without being thrown Collection sizes and array length comparisons Bug 主要  Identical expressions should not be used with dissimilar types  Bug 主要  Expressions should not be used with graph in the properties of t	Properties of variables with "null" or "undefined" values should not be accessed	Bug	主要
Function argument names should be unique Variables should not be self-assigned Property names should not be duplicated within a class or object literal Non-empty statements should change control flow or have at least one side-effect Non-existent operators '=+', '=-' and '=!' should not be used "new" operators should be used with functions Loops with at most one iteration should be refactored All code should be reachable Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not return values Promise rejections should not be caught by 'try' block Comma and logical OR operators should not be used in switch cases Attempts should not be made to update "const" used in switch cases Collection elements should not be replaced unconditionally Errors should not be created without being thrown Collection sizes and array length comparisons Bug 主要  Expressions should not be created without being thrown  Expressions should not sizes and array length comparisons  Expressions should not sizes and array length comparisons	Objects should not be created to be dropped immediately without being used	Bug	主要
Function argument names should be unique Variables should not be self-assigned Property names should not be duplicated within a class or object literal Non-empty statements should change control flow or have at least one side-effect Non-existent operators '=+', '=-' and '=!' should not be used "new" operators should be used with functions Loops with at most one iteration should be refactored All code should be reachable Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not return values Promise rejections should not be caught by 'try' block Comma and logical OR operators should not be used in switch cases Attempts should not be made to update "const" used in switch cases Collection elements should not be replaced unconditionally Errors should not be created without being thrown Collection sizes and array length comparisons Bug 主要  Expressions should not be created without being thrown  Expressions should not sizes and array length comparisons  Expressions should not sizes and array length comparisons		Bug	主要
Property names should not be duplicated within a class or object literal  Non-empty statements should change control flow or have at least one side-effect  Non-existent operators '=+', '=-' and '=!' should not be used  "new" operators should be used with functions  Loops with at most one iteration should be refactored  All code should be reachable  Bug 主要  Identical expressions should not be used on both sides of a binary operator  Strict equality operators should not be used with dissimilar types  Setters should not return values  Promise rejections should not be caught by 'try' block  Comma and logical OR operators should not be used with cases  Attempts should not be made to update "const" variables  Collection elements should not be replaced unconditionally  Expressional in the created without being thrown  Collection sizes and array length comparisons  Bug 主要  Expressional in the distribution in the state of the context in the class in the case in the class in the clas		Bug	主要
class or object literal  Non-empty statements should change control flow or have at least one side-effect  Non-existent operators '=+', '=-' and '=!' should not be used  "new" operators should be used with functions  Loops with at most one iteration should be refactored  All code should be reachable  Identical expressions should not be used on both sides of a binary operator  Bitwise operators should not be used in boolean contexts  Strict equality operators should not be used with dissimilar types  Setters should not return values  Promise rejections should not be caught by 'try' block  Comma and logical OR operators should not be used in switch cases  Attempts should not be made to update "const" variables  Collection elements should not be replaced unconditionally  Empty Sugar	Variables should not be self-assigned	Bug	主要
Non-existent operators '=+', '=-' and '=!' should not be used "new" operators should be used with functions Bug 主要 Loops with at most one iteration should be refactored All code should be reachable Bug 主要 Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not return values Bug 主要 Promise rejections should not be caught by 'try' block Comma and logical OR operators should not be used in switch cases Attempts should not be made to update "const" Bug 主要 Collection elements should not be replaced unconditionally Errors should not be created without being thrown Collection sizes and array length comparisons Bug 主要	Property names should not be duplicated within a class or object literal	Bug	主要
rinew" operators should be used with functions Loops with at most one iteration should be refactored All code should be reachable Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not return values Promise rejections should not be caught by 'try' block Comma and logical OR operators should not be used in switch cases Attempts should not be made to update "const" variables Collection elements should not be replaced unconditionally Errors should not be created without being thrown Collection sizes and array length comparisons  Bug 主要  Expressions \$\frac{1}{2} \text{ and } \frac{1}{2} \text{ and } \fr	Non-empty statements should change control flow or have at least one side-effect	Bug	主要
Loops with at most one iteration should be refactored  All code should be reachable  Identical expressions should not be used on both sides of a binary operator  Bitwise operators should not be used in boolean contexts  Strict equality operators should not be used with dissimilar types  Setters should not return values  Promise rejections should not be caught by 'try' block  Comma and logical OR operators should not be used in switch cases  Attempts should not be made to update "const" variables  Collection elements should not be replaced unconditionally  Errors should not be created without being thrown  Collection sizes and array length comparisons  Bug 主要  Exp	Non-existent operators '=+', '=-' and '=!' should not be used	Bug	主要
refactored All code should be reachable Identical expressions should not be used on both sides of a binary operator Bitwise operators should not be used in boolean contexts Strict equality operators should not be used with dissimilar types Setters should not return values Promise rejections should not be caught by 'try' block Comma and logical OR operators should not be used in switch cases Attempts should not be made to update "const" and suggested in switch cases Collection elements should not be replaced unconditionally Errors should not be created without being thrown Collection sizes and array length comparisons Bug 主要  Expression in the suggested in the	"new" operators should be used with functions	Bug	主要
Identical expressions should not be used on both sides of a binary operator  Bitwise operators should not be used in boolean contexts  Strict equality operators should not be used with dissimilar types  Setters should not return values  Promise rejections should not be caught by 'try' block  Comma and logical OR operators should not be used in switch cases  Attempts should not be made to update "const" blug 主要  Collection elements should not be replaced unconditionally  Errors should not be created without being thrown  Collection sizes and array length comparisons  Bug 主要  Exp	Loops with at most one iteration should be refactored	Bug	主要
sides of a binary operatorBitwise operators should not be used in boolean contextsBug主要Strict equality operators should not be used with dissimilar typesBug主要Setters should not return valuesBug主要Promise rejections should not be caught by 'try' blockBug主要Comma and logical OR operators should not be used in switch casesBug主要Attempts should not be made to update "const" variablesBug主要Collection elements should not be replaced unconditionallyBug主要Errors should not be created without being thrownBug主要Collection sizes and array length comparisonsBug主要	All code should be reachable	Bug	主要
Strict equality operators should not be used with dissimilar types  Setters should not return values  Promise rejections should not be caught by 'try' block  Comma and logical OR operators should not be used in switch cases  Attempts should not be made to update "const" Bug 主要  Collection elements should not be replaced unconditionally  Errors should not be created without being thrown  Collection sizes and array length comparisons  Bug 主要  Egg	Identical expressions should not be used on both sides of a binary operator	Bug	主要
Setters should not return values  Promise rejections should not be caught by 'try' block  Comma and logical OR operators should not be used in switch cases  Attempts should not be made to update "const" Bug 主要  Collection elements should not be replaced unconditionally  Errors should not be created without being thrown  Collection sizes and array length comparisons  Bug 主要		Bug	主要
Promise rejections should not be caught by 'try' block  Comma and logical OR operators should not be used in switch cases  Attempts should not be made to update "const" Bug 主要  Collection elements should not be replaced unconditionally  Errors should not be created without being thrown  Collection sizes and array length comparisons  Bug 主要		Bug	主要
block Comma and logical OR operators should not be used in switch cases  Attempts should not be made to update "const" Bug 主要  Collection elements should not be replaced unconditionally  Errors should not be created without being thrown  Collection sizes and array length comparisons  Bug 主要	Setters should not return values	Bug	主要
used in switch čases  Attempts should not be made to update "const" Bug 主要  Collection elements should not be replaced unconditionally  Errors should not be created without being thrown  Collection sizes and array length comparisons  Bug 主要	Promise rejections should not be caught by 'try' block	Bug	主要
variablesSecond result of the comparisonsBug主要Collection elements should not be replaced unconditionallyBug主要Errors should not be created without being thrownBug主要Collection sizes and array length comparisonsBug主要	Comma and logical OR operators should not be used in switch cases	Bug	主要
unconditionally Errors should not be created without being thrown Collection sizes and array length comparisons Bug 主要 主要	Attempts should not be made to update "const" variables	Bug	主要
thrown Collection sizes and array length comparisons Bug 主要	Collection elements should not be replaced unconditionally	Bug	主要
Collection sizes and array length comparisons Bug 主要 should make sense	Errors should not be created without being thrown	Bug	主要
	Collection sizes and array length comparisons should make sense	Bug	主要



	15	\_ <del></del>
"delete" should be used only with object properties	Bug	次要
Function parameters, caught exceptions and foreach variables' initial values should not be ignored	Bug	次要
"with" statements should not be used	Bug	次要
Empty collections should not be accessed or iterated	Bug	次要
XML parsers should not be vulnerable to XXE attacks	漏洞	阻断
File uploads should be restricted	漏洞	严重
Origins should be verified during cross-origin communications	漏洞	严重
JWT should be signed and verified with strong cipher algorithms	漏洞	严重
Cipher algorithms should be robust	漏洞	严重
Encryption algorithms should be used with secure mode and padding scheme	漏洞	严重
A new session should be created during user authentication	漏洞	严重
Weak SSL/TLS protocols should not be used	漏洞	严重
Cryptographic keys should be robust	漏洞	严重
Server hostnames should be verified during SSL/TLS connections	漏洞	严重
Server certificates should be verified during SSL/TLS connections	漏洞	严重
Variables should be declared explicitly	坏味道	阻断
Switch cases should end with an unconditional "break" statement	坏味道	阻断
"future reserved words" should not be used as identifiers	坏味道	阻断
"switch" statements should not contain non-case labels	坏味道	阻断
Function returns should not be invariant	坏味道	阻断
Octal values should not be used	坏味道	阻断
"default" clauses should be last	坏味道	严重
Cognitive Complexity of functions should not be too high	坏味道	严重
Functions should not be empty	坏味道	严重
"await" should only be used with promises	坏味道	严重
"for" loop increment clauses should modify the loops' counters	坏味道	严重
Loop counters should not be assigned to from within the loop body	坏味道	严重
Conditionals should start on new lines	坏味道	严重
A conditionally executed single line should be denoted by indentation	坏味道	严重
"void" should not be used	坏味道	严重
Equality operators should not be used in "for" loop termination conditions	坏味道	严重



坏味道	主要
坏味道	主要
	坏坏       坏       坏坏       坏坏       坏坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       坏       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水       水



Collection and array contents should be used	坏味道	主要
Boolean checks should not be inverted	坏味道	次要
Default export names and file names should match	坏味道	次要
A "while" loop should be used instead of a "for" loop	坏味道	次要
Function call arguments should not start on new lines	坏味道	次要
Extra semicolons should be removed	坏味道	次要
Boolean literals should not be used in comparisons	坏味道	次要
Return of boolean expressions should not be wrapped into an "if-then-else" statement	坏味道	次要
Local variables should not be declared and then immediately returned or thrown	坏味道	次要
Unnecessary imports should be removed	坏味道	次要
Unused local variables and functions should be removed	坏味道	次要
"await" should not be used redundantly	坏味道	次要
Wrapper objects should not be used for primitive types	坏味道	次要
"switch" statements should have at least 3 "case" clauses	坏味道	次要
"for of" should be used with Iterables	坏味道	次要
The global "this" object should not be used	坏味道	次要
Deprecated APIs should not be used	坏味道	次要
Multiline string literals should not be used	坏味道	次要
Class names should comply with a naming convention	坏味道	次要
"catch" clauses should do more than rethrow	坏味道	次要
Imports from the same modules should be merged	坏味道	次要
Jump statements should not be redundant	坏味道	次要
Track uses of "TODO" tags	坏味道	提示

<mark>质量配置</mark> web:Sonar way Bug:17 坏味道:10			
规则		类型	违规级别
Tables used for layout should not include semantic markup		Bug	严重
Table cells should	reference their headers	Bug	严重
<script></script> elements should not be nested		Bug	主要
Tables should have headers		Bug	主要
" <title>" should be present in all pages&lt;/td&gt;&lt;td&gt;Bug&lt;/td&gt;&lt;td&gt;主要&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;"&lt;html&gt;" elemen&lt;br&gt;attribute&lt;/td&gt;&lt;td&gt;t should have a language&lt;/td&gt;&lt;td&gt;Bug&lt;/td&gt;&lt;td&gt;主要&lt;/td&gt;&lt;/tr&gt;&lt;/tbody&gt;&lt;/table&gt;</title>			



" " declarations should appear before " <html>" tags</html>	Bug	主要
Elements deprecated in HTML5 should not be used	Bug	主要
"" tags should have "id" or "scope" attributes	Bug	主要
" <frames>" should have a "title" attribute</frames>	Bug	次要
Server-side image maps ("ismap" attribute) should not be used	Bug	次要
"" tags should have a description	Bug	次要
" <strong>" and "<em>" tags should be used</em></strong>	Bug	次要
Image, area and button with image tags should have an "alt" attribute	Bug	次要
Flash animations should be embedded using both " <object>" and "<embed/>"</object>	Bug	次要
" <fieldset>" tags should contain a "<legend>"</legend></fieldset>	Bug	次要
" <li>" and "<dt>" item tags should be in "<ul>", "<ol>" or "<dl>" container tags</dl></ol></ul></dt></li>	Bug	次要
Track uses of "FIXME" tags	坏味道	主要
"aria-label" or "aria-labelledby" attributes should be used to differentiate similar elements	坏味道	主要
HTML "" should not be used for layout purposes	坏味道	主要
Videos should have subtitles	坏味道	主要
Attributes deprecated in HTML5 should not be used	坏味道	主要
Sections of code should not be commented out	坏味道	主要
Meta tags should not be used to refresh or redirect	坏味道	主要
Links should not directly target images	坏味道	主要
" <object>" tags should provide an alternative content</object>	坏味道	次要
Track uses of "TODO" tags	坏味道	提示

质量配置	xml:Sonar way	Bug:1	漏洞:2	 坏味道:3	
规则				类型	违规级别
XML files containing a prolog header should start with " xml" characters</td <td>t Bug</td> <td>严重</td>		t Bug	严重		
Basic authentication should not be used		漏洞	严重		
Restrict access to exported components with appropriate permissions		漏洞	主要		
Track uses of "FIXME" tags		坏味道	主要		
Sections of code	should not be o	comme	nted out	坏味道	主要
Track uses of "To	ODO" tags			坏味道	提示