

Static analysis tools for Java that you can download

FindBugs. An open-source static bytecode analyzer for Java out of the University of Maryland.

findbugs.sourceforge.net

It's like PMD in finding bug patterns:

- off-by-one;
- null pointer dereference;
- ignored `read()` return value;
- ignored return value (immutable classes);
- uninitialized read in constructor;
- and more...

A key difference is that it performs static analysis at Java bytecode level. It's therefore harder to write FindBugs rules.

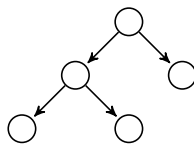
You can read a comparison of different tools in this paper:

<http://www.cs.umd.edu/~jfoster/papers/issre04.pdf>

FindBugs gives some false positives. Here are some techniques to help avoid them:

patricklam.ca/papers/14.msr.saa.pdf

Korat (University of Illinois). Key Idea: Generate Java objects from a representation invariant specification written as a Java method.



For instance, here's a binary tree.

Binary Tree!

One characteristic of a binary tree:

- left & right pointers don't refer to same node.

We can express that characteristic in Java as follows:

```
1 boolean repOk() {
2     if (root == null) return size == 0;           // empty tree has size 0
3     Set visited = new HashSet(); visited.add(root);
4     List workList = new LinkedList(); workList.add(root);
5     while (!workList.isEmpty()) {
6         Node current = (Node)workList.removeFirst();
7         if (current.left != null) {
8             if (!visited.add(current.left)) return false; // acyclicity
9             workList.add(current.left);
10        }
11        if (current.right != null) {
12            if (!visited.add(current.right)) return false; // acyclicity
13            workList.add(current.right);
14        }
15    }
16    if (visited.size() != size) return false;       // consistency of size
17    return true;
18 }
```

Korat then generates all distinct (“non-isomorphic”) trees, up to a given size (say 3). It uses these trees as inputs for testing the add() method of the tree (or for any other methods.)

korat.sourceforge.net/index.html