

Unique rules to find Bugs and Code Smells in your XML code

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Analyze your code

cwe error-handling debug android user-experience owasp

It's more easy to perform reverse engineering and inject arbitrary code in the context of a debuggable application.

- the development of the app is completed and the `debuggable` property is set to `true`
- the app will be published on the Play Store or distributed in any other ways and the `debuggable` property is set to `true`

You are at risk if you answered yes to any of those questions

It is not recommended to release debuggable application. Avoid hardcoding the debug mode in the manifest because the build tool will add the property automatically and assign the correct value depending on the build type.

In `AndroidManifest.xml` the android debuggable property is set to true

```
<application
    android:icon="@mipmap/ic_launcher"
    android:label="@string/app_name"
    android:roundIcon="@mipmap/ic_launcher_round"
    android:supportRtl="true"
    android:debuggable="true"
    android:theme="@style/AppTheme">

</application> <!-- Sensitive -->
```

In `AndroidManifest.xml` the android debuggable property is set to false:

```
<application
    android:icon="@mipmap/ic_launcher"
    android:label="@string/app_name"
    android:roundIcon="@mipmap/ic_launcher_round"
    android:supportRtl="true"
    android:debuggable="false"
    android:theme="@style/AppTheme">

</application> <!-- Compliant -->
```

- OWASP Top 10 2021 [Category A5](#) - Security Misconfiguration
- [Mobile AppSec Verification Standard](#) - Code Quality and Build Setting Requirements
- [OWASP Mobile Top 10 2016 Category M10](#) - Extraneous Functionality
- [MITRE, CWE-215](#) - Information Exposure Through Debug Information
- [developer.android.com](#) - Prepare for release

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