

Go static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your GO code

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| 1. | Hard-coded credentials are security-sensitive Security Hotspot |
| 2. | Cognitive Complexity of functions should not be too high Code Smell |
| 3. | String literals should not be duplicated Code Smell |
| 4. | Functions should not be empty Code Smell |
| 5. | All branches in a conditional structure should not have exactly the same implementation Bug |
| 6. | "=+" should not be used instead of "+=" Bug |
| 7. | Related "if/else if" statements should not have the same condition Bug |
| 8. | Identical expressions should not be used on both sides of a binary operator Bug |
| 9. | All code should be reachable Bug |
| 10. | Variables should not be self-assigned Bug |
| 11. | Functions should not have identical implementations Code Smell |
| 12. | Two branches in a conditional structure should not have exactly the same implementation Code Smell |
| 13. | "switch" statements should not have too many "case" clauses Code Smell |
| 14. | Track uses of "FIXME" tags Code Smell |
| 15. | Redundant pairs of parentheses should be removed Code Smell |

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| 16. | Nested blocks of code should not be left empty Code Smell |
| 17. | Functions should not have too many parameters Code Smell |
| 18. | Using hardcoded IP addresses is security-sensitive Security Hotspot |
| 19. | Multi-line comments should not be empty Code Smell |
| 20. | Boolean checks should not be inverted Code Smell |
| 21. | Local variable and function parameter names should comply with a naming convention Code Smell |
| 22. | Boolean literals should not be redundant Code Smell |
| 23. | Function and method names should comply with a naming convention Code Smell |
| 24. | Track uses of "TODO" tags Code Smell |
| 25. | Track lack of copyright and license headers Code Smell |
| 26. | Octal values should not be used Code Smell |
| 27. | "switch" statements should not be nested Code Smell |
| 28. | Control flow statements "if", "for" and "switch" should not be nested too deeply Code Smell |
| 29. | "switch" statements should have "default" clauses Code Smell |
| 30. | "if ... else if" constructs should end with "else" clauses Code Smell |
| 31. | Expressions should not be too complex Code Smell |
| 32. | Useless "if(true) {...}" and "if(false){...}" blocks should be removed Bug |

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| 33. | Track parsing failures <u>Code Smell</u> |
| 34. | Functions and methods should not have too many lines <u>Code Smell</u> |
| 35. | Statements should be on separate lines <u>Code Smell</u> |
| 36. | "switch case" clauses should not have too many lines <u>Code Smell</u> |
| 37. | Files should not have too many lines of code <u>Code Smell</u> |
| 38. | Lines should not be too long <u>Code Smell</u> |