

































-  Secrets
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## Go static code analysis

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

All rules 38 Bug 7 Security Hotspot 2 Code Smell 29

Tags

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Hard-coded credentials are security-sensitive

Security Hotspot

Cognitive Complexity of functions should not be too high

Code Smell

String literals should not be duplicated

Code Smell

Functions should not be empty

Code Smell

All branches in a conditional structure should not have exactly the same implementation

Bug

"==" should not be used instead of "!="

Bug

Related "if/else if" statements should not have the same condition

Bug

Identical expressions should not be used on both sides of a binary operator

Bug

All code should be reachable

Bug

Variables should not be self-assigned

Bug

Functions should not have identical implementations

Code Smell

Two branches in a conditional structure should not have exactly the same implementation

Code Smell

"if ... else if" constructs should end with "else" clauses

Analyze your code

Code Smell Critical

This rule applies whenever an `if` statement is followed by one or more `else if` statements; the final `else if` should be followed by an `else` statement.

The requirement for a final `else` statement is defensive programming.

The `else` statement should either take appropriate action or contain a suitable comment as to why no action is taken. This is consistent with the requirement to have a final `default` clause in a `switch` statement.

### Noncompliant Code Example

```
if x == 0 {
    doSomething()
} else if x == 1 {
    doSomethingElse()
}
```

### Compliant Solution











```
if x == 0 {
    doSomething()
} else if x == 1 {
    doSomethingElse()
} else {
    return errors.New("unsupported int")
}
```

### Exceptions

When all branches of an `if-else if` end with `return` or `break`, the code that comes after the `if` implicitly behaves as if it was in an `else` clause. This rule will therefore ignore that case.

Available In:

sonarcloud | sonarqube

<div>"switch" statements should not have too many "case" clauses</div> <div> Code Smell</div>
<div>Track uses of "FIXME" tags</div> <div> Code Smell</div>
<div>Redundant pairs of parentheses should be removed</div> <div> Code Smell</div>
<div>Nested blocks of code should not be left empty</div> <div> Code Smell</div>
<div>Functions should not have too many parameters</div> <div> Code Smell</div>
<div>Using hardcoded IP addresses is security-sensitive</div> <div> Security Hotspot</div>
<div>Multi-line comments should not be empty</div> <div> Code Smell</div>
<div>Boolean checks should not be inverted</div> <div> Code Smell</div>
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