

"switch" statements should not have too many "case" clauses

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Track uses of "FIXME" tags

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Redundant pairs of parentheses should be removed

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Nested blocks of code should not be left empty

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Functions should not have too many parameters

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Using hardcoded IP addresses is security-sensitive

Security Hotspot

Multi-line comments should not be empty

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Boolean checks should not be inverted

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Local variable and function parameter names should comply with a naming convention

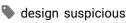
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Boolean literals should not be redundant

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

Analyze your code



Having two cases in a switch statement or two branches in an if chain with the same implementation is at best duplicate code, and at worst a coding error. If the same logic is truly needed for both instances, then in an if chain they should be combined, or for a switch, one should fall through to the other.

Noncompliant Code Example

```
switch i {
case 1:
        doFirstThing()
        doSomething()
case 2:
        doSomethingElse()
case 3: // Noncompliant; duplicates case 1's implementat
        doFirstThing()
        doSomething()
default:
        doTheRest()
}
if a \ge 0 \&\& a < 10 {
        doFirstThing()
        doSomething()
} else if a >= 10 && a < 20 {
        doSomethingElse()
} else if a >= 20 && a < 50 {
        doFirstThing()
        doSomething() // Noncompliant; duplicates first
} else {
        doTheRest()
}
```

Exceptions

Blocks in an if chain or case blocks that contain a single line of code are ignored.

```
if a == 1 {
 doSomething() //no issue, usually this is done on pur
} else if a == 2 {
 doSomethingElse()
} else {
  doSomething()
```

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