Security

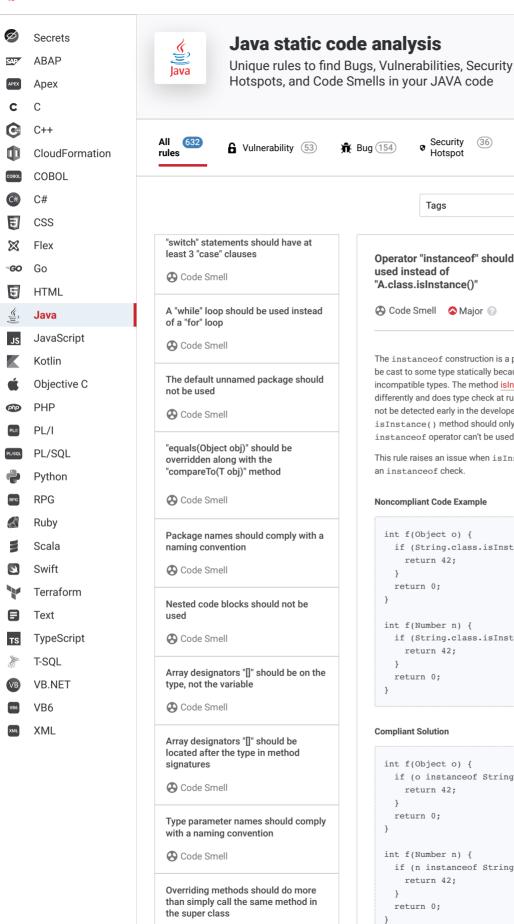
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Operator "instanceof" should be
used instead of
                                               Analyze your code
"A.class.isInstance()"
The instanceof construction is a preferred way to check whether a variable can
be cast to some type statically because a compile-time error will occur in case of
incompatible types. The method \underline{isInstance()} from java.lang.Class works
differently and does type check at runtime only, incompatible types will therefore
not be detected early in the developement, potentially resulting in dead code. The
isInstance() method should only be used in dynamic cases when the
instanceof operator can't be used.
This rule raises an issue when isInstance() is used and could be replaced with
an instanceof check.
Noncompliant Code Example
  int f(Object o) {
    if (String.class.isInstance(o)) {    // Noncompliant
      return 42:
    return 0:
  int f(Number n) {
    if (String.class.isInstance(n)) { // Noncompliant
      return 42;
    return 0;
  }
Compliant Solution
  int f(Object o) {
    if (o instanceof String) { // Compliant
      return 42;
    return 0;
```

if (n instanceof String) { // Compile-time error

boolean fun(Object o, String c) throws ClassNotFoundException

return Class.forName(c).isInstance(o): // Compliant, can't

int f(Number n) {

return 42:

return 0;

⊗ Code

Smell

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Classes that override "clone" should

be "Cloneable" and call "super.clone()"

Public constants and fields initialized at declaration should be "static final" rather than merely "final"

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

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Exception classes should be immutable

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Field names should comply with a

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