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Abstract class names should comply with a naming convention

Code Smell

Strings literals should be placed on the left side when checking for equality

Code Smell

Files should contain an empty newline at the end

Code Smell

Source code should be indented consistently

Code Smell

A close curly brace should be located at the beginning of a line

Code Smell

Close curly brace and the next "else", "catch" and "finally" keywords should be on two different lines

Code Smell

Close curly brace and the next "else", "catch" and "finally" keywords should be located on the same line

Code Smell

An open curly brace should be located at the beginning of a line

Code Smell

An open curly brace should be located at the end of a line

Code Smell

Tabulation characters should not be used

Code Smell

Functions should not be defined with a variable number of arguments

Code Smell

Methods of "Random" that return floating point values should not be used in random integer generation

Analyze your code

Code Smell

Minor

clumsy

There is no need to multiply the output of Random's nextDouble method to get a random integer. Use the nextInt method instead.

This rule raises an issue when the return value of any of Random's methods that return a floating point value is converted to an integer.

Noncompliant Code Example

```
Random r = new Random();
int rand = (int)r.nextDouble() * 50; // Noncompliant way to
int rand2 = (int)r.nextFloat(); // Noncompliant; will always
```

Compliant Solution

```
Random r = new Random();
int rand = r.nextInt(50); // returns pseudo-random value be
```

Available In:

sonarlint

sonarcloud





sonarqube

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