




 Secrets


 ABAP


 Apex


 C


 C++


 CloudFormation


 COBOL


 C#


 CSS


 Flex


 Go


 HTML


 **Java**


 JavaScript


 Kotlin


 Objective C


 PHP


 PL/I


 PL/SQL


 Python


 RPG


 Ruby


 Scala


 Swift


 Terraform


 Text


 TypeScript

 T-SQL

 VB.NET

 VB6

 XML



Java static code analysis

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

All rules 632

Vulnerability 53

Bug 154


Security Hotspot 36

Code Smell 389


Quick Fix 42


Tags ▾


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
 Code Smell


"ThreadLocal.withInitial" should be preferred





 "Stream" call chains should be simplified when possible





 Packages containing only "package-info.java" should be removed





 Arrays should not be created for varargs parameters





 Jump statements should not be redundant





 Test classes should comply with a naming convention





 Loggers should be named for their enclosing classes





 Methods should not return constants




 "private" methods called only by inner classes should be moved to those classes







 "enum" fields should not be publicly mutable



 Abstract methods should not be redundant

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

 Bug  Major   cert

Using the same value on either side of a binary operator is almost always a mistake. In the case of logical operators, it is either a copy/paste error and therefore a bug, or it is simply wasted code, and should be simplified. In the case of bitwise operators and most binary mathematical operators, having the same value on both sides of an operator yields predictable results, and should be simplified.

Noncompliant Code Example

```
if ( a == a ) { // always true
    doZ();
}
if ( a != a ) { // always false
    doY();
}
if ( a == b && a == b ) { // if the first one is true, the s
    doX();
}
if ( a == b || a == b ) { // if the first one is true, the s
    doW();
}

int j = 5 / 5; //always 1
int k = 5 - 5; //always 0

c.equals(c); //always true
```

Exceptions

- This rule ignores *, +, and =.
- The specific case of testing a floating point value against itself is a valid test for NaN and is therefore ignored.
- Similarly, left-shifting 1 onto 1 is common in the construction of bit masks, and is ignored.

```
float f;
if(f != f) { //test for NaN value
    System.out.println("f is NaN");
}






int i = 1 << 1; // Compliant
int j = a << a; // Noncompliant
```

See

- [CERT, MSC12-C](#) - Detect and remove code that has no effect or is never executed
- {rule:java:S1656} - Implements a check on =.

https://rules.sonarsource.com/java/RSPEC-1764

1/2

 Code Smell
Arrays should not be copied using loops
 Code Smell
Static non-final field names should comply with a naming convention
 Code Smell
JUnit rules should be used
 Code Smell
Nested "enum"s should not be declared static
 Code Smell

Available In:

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