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Collection methods with O(n) performance should be used carefully

Code Smell

"Exception" should not be caught when not required by called methods

Code Smell

"collect" should be used with "Streams" instead of "list::add"

Code Smell

Switches should be used for sequences of simple "String" tests

Code Smell

"final" classes should not have "protected" members

Code Smell

Underscores should be used to make large numbers readable

Code Smell

"Serializable" inner classes of "Serializable" classes should be static

Code Smell

Member variable visibility should be specified

Code Smell

Classes and methods that rely on the default system encoding should not be used

Code Smell

Simple class names should be used

Code Smell

Variables should not be declared before they are relevant

Code Smell

Extensions and implementations should not be redundant

Exception types should not be tested using "instanceof" in catch blocks

Analyze your code

Code Smell

Major

error-handling cert clumsy

Multiple catch blocks of the appropriate type should be used instead of catching a general exception, and then testing on the type.

Noncompliant Code Example

```
try {
    /* ... */
} catch (Exception e) {
    if(e instanceof IOException) { /* ... */ } // Nonc
    if(e instanceof NullPointerException{ /* ... */ } // Nonc
}
```

Compliant Solution

```
try {
    /* ... */
} catch (IOException e) { /* ... */ } // Comp
} catch (NullPointerException e) { /* ... */ } // Comp
```

See

- [CERT, ERR51-J](#) - Prefer user-defined exceptions over more general exception types





Available In:

sonarlint

sonarcloud

sonarqube

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 Code Smell
"==" and "!=" should not be used when "equals" is overridden  Code Smell
An abstract class should have both abstract and concrete methods  Code Smell
Sets with elements that are enum values should be replaced with EnumSet  Code Smell
String operations should not rely on the default system locale