




 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 rules632

Vulnerability53

Bug154

Security Hotspot36

Code Smell389

Quick Fix42

Tags ▾

Search by name... 🔍

expressions should not match the empty string

Bug

AssertJ assertions "allMatch" and "doesNotContains" should also test for emptiness

Bug

Double Brace Initialization should not be used

Bug

Non-primitive fields should not be "volatile"

Bug

"toArray" should be passed an array of the proper type

Bug

Neither "Math.abs" nor negation should be used on numbers that could be "MIN_VALUE"

Bug

The value returned from a stream read should be checked

Bug

"@NonNull" values should not be set to null

Bug

"Iterator.next()" methods should throw "NoSuchElementException"

Bug

"compareTo" results should not be checked for specific values

Bug

Math operands should be cast before assignment

Bug

Loop conditions should be true at least once

Analyze your code

BugMajor?

If a for loop's condition is false before the first loop iteration, the loop will never be executed. Such loops are almost always bugs, particularly when the initial value and stop conditions are hard-coded.

Noncompliant Code Example

```
for (int i = 10; i < 10; i++) { // Noncompliant
// ...
}
```





Available In:

sonarlint | sonarcloud | sonarqube

© 2008-2022 SonarSource S.A., Switzerland. All content is copyright protected. SONAR, SONARSOURCE, SONARLINT, SONARQUBE and SONARCLOUD are trademarks of SonarSource S.A. All other trademarks and copyrights are the property of their respective owners. All rights are expressly reserved.
[Privacy Policy](#)

https://rules.sonarsource.com/java/RSPEC-2252

1/2

<p>Ints and longs should not be shifted by zero or more than their number of bits-1</p> <p> Bug</p>
<p>"compareTo" should not return "Integer.MIN_VALUE"</p> <p> Bug</p>
<p>Boxing and unboxing should not be immediately reversed</p> <p> Bug</p>
<p>"equals(Object obj)" should test argument type</p> <p> Bug</p>