




 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... 🔍

"ThreadLocal.withInitial" should be preferred

Code Smell

"Stream" call chains should be simplified when possible

Code Smell

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

Code Smell

Arrays should not be created for varargs parameters

Code Smell

Jump statements should not be redundant

Code Smell

Test classes should comply with a naming convention

Code Smell

Loggers should be named for their enclosing classes

Code Smell

Methods should not return constants

Code Smell

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

Code Smell

"enum" fields should not be publicly mutable

Code Smell

Abstract methods should not be redundant

Code Smell

Arrays should not be copied using loops

Code Smell

Loops with at most one iteration should be refactored

Analyze your code

Bug

Major

?

A loop with at most one iteration is equivalent to the use of an `if` statement to conditionally execute one piece of code. No developer expects to find such a use of a loop statement. If the initial intention of the author was really to conditionally execute one piece of code, an `if` statement should be used instead.

At worst that was not the initial intention of the author and so the body of the loop should be fixed to use the nested `return`, `break` or `throw` statements in a more appropriate way.

Noncompliant Code Example

```
for (int i = 0; i < 10; i++) { // noncompliant, loop only ex
    printf("i is %d", i);
    break;
}
...
for (int i = 0; i < 10; i++) { // noncompliant, loop only ex
    if (i == x) {
        break;
    } else {
        printf("i is %d", i);
        return;
    }
}
```

Compliant Solution

```
for (int i = 0; i < 10; i++) {
    printf("i is %d", i);
}
...
for (int i = 0; i < 10; i++) {
    if (i == x) {
        break;
    } else {
        printf("i is %d", i);
    }
}
```

Available In:

sonarlint





sonarcloud

sonarqube

https://rules.sonarsource.com/java/RSPEC-1751

© 2008-2022 SonarSource S.A., Switzerland. All content is copyright protected. SONAR, SONARSOURCE, SONARLINT, SONARQUBE and SONARCLOUD are trademarks of

1/2

 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
"catch" clauses should do more than rethrow