sonar RULES

Products ⌄

- 🚫 Secrets
- **SAP** ABAP
- **APEX** Apex
- **C** C
- **C++** C++
- CloudFormation
- **COBOL** COBOL
- **C#** C#
- **CSS** CSS
- Flex
- **GO** Go
- **HTML** HTML
- **Java** (selected)
- **JS** JavaScript
- Kotlin
- Objective C
- **php** PHP
- **PL/I** PL/I
- **PL/SQL** PL/SQL
- Python
- **RPG** RPG
- Ruby
- Scala
- Swift
- Terraform
- Text
- **TS** TypeScript
- T-SQL
- **VB** VB.NET
- **VB6** VB6
- **XML** 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 ⌄   Search by name... 🔍

🔧 Code Smell

Regex patterns should not be created needlessly
🔧 Code Smell

Track uses of disallowed constructors
🔧 Code Smell

Java 8's "Files.exists" should not be used
🔧 Code Smell

"Optional" should not be used for parameters
🔧 Code Smell

Tests should be kept in a dedicated source directory
🔧 Code Smell

"this" should not be exposed from constructors
🔧 Code Smell

Classes should not have too many "static" imports
🔧 Code Smell

Escaped Unicode characters should not be used
🔧 Code Smell

Inner classes should not have too many lines of code
🔧 Code Smell

Inner classes which do not reference their owning classes should be "static"
🔧 Code Smell

"deleteOnExit" should not be used
🔧 Code Smell

Public methods should not contain

"writeObject" should not be the only "synchronized" code in a class

🔧 Code Smell   🔻 Major ⓘ   🏷 confusing

Analyze your code

The purpose of synchronization is to ensure that only one thread executes a given block of code at a time. There's no real problem with marking `writeObject` `synchronized`, but it's highly suspicious if this serialization-related method is the only `synchronized` code in a `class`.

Noncompliant Code Example

```
public class RubberBall {

  private Color color;
  private int diameter;

  public RubberBall(Color color, int diameter) {
    // ...
  }

  public void bounce(float angle, float velocity) {
    // ...
  }

  private synchronized void writeObject(ObjectOutputStream s
    // ...
  }
}
```

Compliant Solution

```
public class RubberBall {

  private Color color;
  private int diameter;

   public RubberBall(Color color, int diameter) {
    // ...
  }

  public void bounce(float angle, float velocity) {
    // ...
  }

  private void writeObject(ObjectOutputStream stream) throws
    // ...
  }
}
```

Available In:

selector arguments

⊗ Code Smell

Java parser failure

⊗ Code Smell

Track uses of disallowed methods

⊗ Code Smell

Types should be used in lambdas

⊗ Code Smell

"java.time" classes should be used for dates and times

⊗ Code Smell