JavaScript static code analysis

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

Two branches in a conditional structure should not have exactly the same implementation

Analyze your code

Code Smell Major design suspicious

Having two `cases` in a `switch` statement or two branches in an `if` chain with the same implementation is at best duplicate code, and at worst a coding error. If the same logic is truly needed for both instances, then in an `if` chain they should be combined, or for a `switch`, one should fall through to the other.

Noncompliant Code Example

```
switch (i) {
  case 1:
    doFirstThing();
    doSomething();
    break;
  case 2:
    doSomethingDifferent();
    break;
  case 3:  // Noncompliant; duplicates case 1's implementati
    doFirstThing();
    doSomething();
    break;
  default:
    doTheRest();
}

if (a >= 0 && a < 10) {
  doFirstThing();
  doTheThing();
}
else if (a >= 10 && a < 20) {
  doTheOtherThing();
}
else if (a >= 20 && a < 50) {
  doFirstThing();
  doTheThing();  // Noncompliant; duplicates first condition
}
else {
  doTheRest();
}
```

Exceptions

Blocks in an `if` chain that contain a single line of code are ignored, as are blocks in a `switch` statement that contain a single line of code with or without a following `break`.

```
if (a == 1) {
  doSomething();  //no issue, usually this is done on purpos
} else if (a == 2) {
  doSomethingElse();
} else {
```

Code Smell

Strings and non-strings should not be added

Code Smell

Object literal syntax should be used

Code Smell

"undefined" should not be assigned

Code Smell

Trailing commas should not be used

Code Smell

```
  doSomething();
}
```

But this exception does not apply to `if` chains without `else`-s, or to `switch`-es without default clauses when all branches have the same single line of code. In case of `if` chains with `else`-s, or of `switch`-es with default clauses, rule {rule:javascript:S3923} raises a bug.

```
if (a == 1) {
  doSomething();  //Noncompliant, this might have been done
} else if (a == 2) {
  doSomething();
}
```

Available In:

sonarlint sonarcloud sonarqube