




 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



TypeScript static code analysis

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

All rules 279

Vulnerability 27

Bug 51


Security Hotspot 43

Code Smell 158


Quick Fix 50

Tags ▾


Search by name... 🔍

 Code Smell


Primitive types should be omitted from initialized or defaulted declarations




Non-null assertions should not be used




"undefined" should not be assigned




Trailing commas should not be used




Array constructors should not be used




Quotes for string literals should be used consistently




Statements should end with semicolons




Comments should not be located at the end of lines of code




Loops should not contain more than a single "break" or "continue" statement



Variable, property and parameter names should comply with a naming convention





Lines should not end with trailing whitespaces





The "any" type should not be used

Analyze your code

 Code Smell

 Major ?

 Quick Fix ?

 pitfall

Variables can be declared with or without types. Variables declared without a type will be implicitly typed if the declaration includes an initialization, and the compiler then type-checks every usage of typed variables. On the other hand, a variable declared with the any type explicitly instructs the compiler not to do any type-checking, which is risky.

The unknown type should be preferred over the any type if it's not possible to have a better typing. any fully disables type-checking allowing to do anything with the variable, while unknown requires to narrow the type before doing something specific.




Noncompliant Code Example

```
let a = 42; // implicitly typed to number
let b: number = 42; // explicitly typed to number
let c: any = 42; // Noncompliant
```

Compliant Solution

```
let a = 42;
let b: number = 42;
let c: number = 42;
```

Available In:

 |  | 

© 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/typescript/RSPEC-4204

1/2

<div>Files should contain an empty newline at the end</div> <div> Code Smell</div>
<div>An open curly brace should be located at the end of a line</div> <div> Code Smell</div>
<div>Tabulation characters should not be used</div> <div> Code Smell</div>
<div>Function and method names should comply with a naming convention</div> <div> Code Smell</div>