

































-  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 rules279

Vulnerability27

Bug51

Security Hotspot43

Code Smell158

Quick Fix50

Tags ▾

Search by name... 🔍

Names of regular expressions named groups should be used

Code Smell

Regular expressions should not be too complicated

Code Smell

Optional property declarations should not use both '?' and 'undefined' syntax

Code Smell

Shorthand promises should be used

Code Smell

Template literals should not be nested

Code Smell

"undefined" should not be passed as the value of optional parameters

Code Smell

"in" should not be used on arrays

Code Smell

Assignments should not be redundant

Code Smell

Functions should not have identical implementations

Code Smell

Sparse arrays should not be declared

Code Smell

Array-mutating methods should not be used misleadingly

Code Smell

Collection and array contents should be used

Code Smell

Non-empty statements should change control flow or have at least one side-effect

Analyze your code

Bug

Major

cwe unused

Any statement (other than a null statement, which means a statement containing only a semicolon ;) which has no side effect and does not result in a change of control flow will normally indicate a programming error, and therefore should be refactored.

Noncompliant Code Example

```
a == 1; // Noncompliant; was assignment intended?
var msg = "Hello, "
    "World!"; // Noncompliant; have we forgotten '+' operator
```

See

- [MITRE, CWE-482](#) - Comparing instead of Assigning

Available In:

sonarlint





sonarcloud

sonarqube

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https://rules.sonarsource.com/typescript/RSPEC-905

1/2

<div>Literals should not be thrown</div> <div> Code Smell</div>
<div>Array indexes should be numeric</div> <div> Code Smell</div>
<div>Assertion arguments should be passed in the correct order</div> <div> Code Smell</div>
<div>Ternary operators should not be nested</div> <div> Code Smell</div>
<div>"delete" should not be used on arrays</div>