

































-  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... 🔍

Encrypting data is security-sensitive

Security Hotspot

Using regular expressions is security-sensitive

Security Hotspot

Class methods should be used instead of "prototype" assignments

Code Smell

Variables should be declared with "let" or "const"

Code Smell

Unchanged variables should be marked "const"

Code Smell

Wildcard imports should not be used

Code Smell

"switch" statements should not be nested

Code Smell

Cyclomatic Complexity of functions should not be too high

Code Smell

"strict" mode should be used with caution

Code Smell

Control flow statements "if", "for", "while", "switch" and "try" should not be nested too deeply

Code Smell

"switch" statements should have "default" clauses

Code Smell

"if ... else if" constructs should end with "else" clauses

Code Smell

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

Analyze your code

Code Smell

Major

Quick Fix

redundant

In TypeScript there are several ways to declare a property with undefined value: adding | undefined in the property type or using optional property syntax (? after its name). Use | undefined syntax when you want to be explicit that an object has that property, in that case TypeScript compiler will not allow omitting it:

```
interface Person {
  name: string;
  address: string | undefined;
}
```

```
let John = { name: "John" }; // will not compile
let John = { name: "John", address: undefined }; // will compile
```

Use optional property syntax for properties holding some additional information.

```
interface Person {
  name: string;
  pet?: string;
}
```

```
let John = { name: "John" }; // will compile
let John = { name: "John", pet: undefined }; // will compile
let John = { name: "John", pet: "Benji" }; // will compile
```

Using | undefined for optional property is redundant, it can be omitted without change to the actual type. Still if you want to force the property in the object consider using only | undefined without ?.

Noncompliant Code Example

```
interface Person {
  name: string;
  address?: string | undefined; // Noncompliant, "?" should be omitted
  pet?: Animal | undefined; // Noncompliant, "undefined" should be omitted
}
```

Compliant Solution


```
interface Person {
  name: string;
  address: string | undefined;
  pet?: Animal;
}
```

Available In:


https://rules.sonarsource.com/typescript/RSPEC-4782

1/2


with else clauses

 Code Smell


Control structures should use curly braces

 Code Smell




String literals should not be duplicated

 Code Smell

Expressions should not be too complex

 Code Smell

Template literal placeholder syntax should not be used in regular strings

sonarlint  | sonarcloud  | sonarqube 

© 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](#)