




 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





JavaScript static code analysis


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


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 Quick Fix41

Tags ▾


Search by name... 🔍

 Code Smell


Wildcard imports should not be used




"switch" statements should not be nested




Cyclomatic Complexity of functions should not be too high




"strict" mode should be used with caution




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




"switch" statements should have "default" clauses




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




Control structures should use curly braces




String literals should not be duplicated



Expressions should not be too complex




Local storage should not be used





Template literal placeholder syntax should not be used in regular strings


Shorthand promises should be used

Analyze your code

 Code Smell

 Major?

 Quick Fix?

 proficiency




When a Promise needs to only "resolve" or "reject", it's more efficient and readable to use the methods specially created for such use cases:
Promise.resolve(value) and Promise.reject(error).

Noncompliant Code Example

```
let fulfilledPromise = new Promise(resolve => resolve(42));
let rejectedPromise = new Promise(function(resolve, reject) {
  reject('fail');
});
```

Compliant Solution

```
let fulfilledPromise = Promise.resolve(42);
let rejectedPromise = Promise.reject('fail');
```

Available In:
sonarlint  | sonarcloud  | sonarqube 

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https://rules.sonarsource.com/javascript/RSPEC-4634

1/2

<div><div></div><div>Bug</div></div>
<div><div><div>Built-in objects should not be overridden</div><div><div></div><div>Bug</div></div></div></div>
<div><div><div>"for...in" loops should filter properties before acting on them</div><div><div></div><div>Bug</div></div></div></div>
<div><div><div>Results of operations on strings should not be ignored</div><div><div></div><div>Bug</div></div></div></div>
<div><div><div>Increment (++) and decrement (--) operators should not be used in a</div></div></div>