

- Secrets
- ABAP
- Apex
- C
- C++
- CloudFormation
- COBOL
- 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



PHP static code analysis

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

All rules 268

Vulnerability 40

Bug 51

Security Hotspot 33

Code Smell 144

Tags ▾

Search by name... 🔍

Security Hotspot
Creating cookies without the "secure" flag is security-sensitive
Security Hotspot
Using hardcoded IP addresses is security-sensitive
Security Hotspot
Regular expression quantifiers and character classes should be used concisely
Code Smell
Character classes should be preferred over reluctant quantifiers in regular expressions
Code Smell
A subclass should not be in the same "catch" clause as a parent class
Code Smell
Jump statements should not be redundant
Code Smell
"catch" clauses should do more than rethrow
Code Smell
"&&" and " " should be used
Code Smell
Boolean checks should not be inverted
Code Smell
Local variables should not be declared and then immediately returned or thrown
Code Smell
Unused local variables should be removed

All code should be reachable

Analyze your code

Bug

Major ?

cwe unused

Some statements (return, break, continue, goto, switch) and throw expressions move control flow out of the current code block. So any unlabeled statements that come after such a jump are unreachable, and either this dead code should be removed, or the logic should be corrected.

Noncompliant Code Example

```
function fun($a) {
    $i = 10;
    return $i + $a;
    $i++;           // dead code
}
```

Compliant Solution

```
function fun($a) {
    $i = 10;
    return $i + $a;
}
```

See


- MITRE, CWE-561 - Dead Code

Available In:


sonarlint

sonarcloud

sonarqube

 Code Smell


"switch" statements should have at least 3 "case" clauses

 Code Smell

A "while" loop should be used instead of a "for" loop

 Code Smell

Overriding methods should do more than simply call the same method in the super class

 Code Smell

"empty()" should be used to test for emptiness