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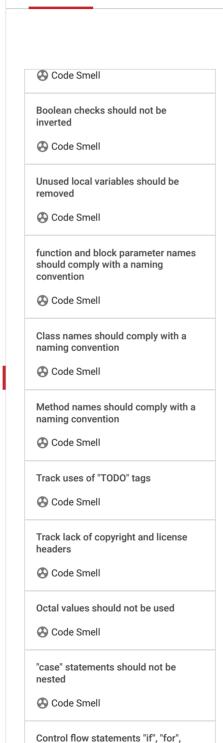


Ruby static code analysis

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

Tags

n Bug (7) Security Hotspot 2 Code Smell (33) All rules (42)



"while", "until", "case" and

too deeply

Code Smell

with "else" clauses

"begin...rescue" should not be nested

"if ... else if" constructs should end

```
Two branches in a
conditional structure should
not have exactly the same
implementation
```

Analyze your code

design suspicious

Search by name...

Having two when clauses in a case statement or two branches in an if chain with the same implementation is at best duplicate code, and at worst a coding error. If the same logic is truly needed for both instances, then in an if chain they should be combined, or for a case, duplicates should be refactored.

Noncompliant Code Example

```
case i
  when 1
    doFirstThing()
    doSomething()
    doSomethingDifferent()
  when 3 # Noncompliant; duplicates case 1's implementa
    doFirstThing()
    doSomething()
  else
    doTheRest()
if a \ge 0 \&\& a < 10
 doFirstThing()
  doTheThing()
elsif a >= 10 && a < 20
  doTheOtherThing()
elsif a >= 20 && a < 50
  doFirstThing()
  doTheThing()
                # Noncompliant; duplicates first condi
else
  doTheRest()
end
```

Blocks in an if chain that contain a single line of code are ignored, as are blocks in a case statement that contain a single line of code.

```
if a ==
  doSomething() # no issue, usually this is done on pu
elsif a == 2
  doSomethingElse()
  doSomething()
```

Code Smell

Expressions should not be too complex

Code Smell

Ruby parser failure

Code Smell

Functions should not have too many lines of code

Code Smell

Statements should be on separate lines

Code Smell

But this exception does not apply to if chains without else-s, or to case-es without else clauses when all branches have the same single line of code. In case of if chains with else-s, or of case-es with else clauses, rule {rule:ruby:S3923} raises a bug.

```
if a == 1
  doSomething() # Noncompliant, this might have been d
elsif a == 2
  doSomething()
end
```

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