

































-  Secrets
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## Swift static code analysis

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

All rules 119   Vulnerability 3   Bug 14   Security Hotspot 3   Code Smell 99

Tags

Search by name...



Hard-coded credentials are security-sensitive

Security Hotspot

Methods and field names should not be the same or differ only by capitalization

Code Smell

Cipher algorithms should be robust

Vulnerability

Using weak hashing algorithms is security-sensitive

Security Hotspot

Cognitive Complexity of functions should not be too high

Code Smell

"try!" should not be used

Code Smell

String literals should not be duplicated

Code Smell

Functions and closures should not be empty

Code Smell

Collection elements should not be replaced unconditionally

Bug

Collection sizes comparisons should make sense

Bug

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

Bug

Infix operators that end with "=" should update their left operands

Bug

Precedence and associativity of standard operators should not be changed

Optionals should not be force-unwrapped

Analyze your code

Code Smell   Minor   unpredictable

The point of declaring an optional variable is to make explicit the fact that it might contain no valid value, i.e. `nil`. Force-unwrapping an optional will lead to a runtime error if the optional does contain `nil`. Even if the value is tested first, it's still considered a bad practice to use force-unwrapping. Instead, optional binding or optional chaining should be used.

### Noncompliant Code Example

```
var greeting: String?

// ...
println( \(greeting!)) // Noncompliant; could cause a runtime error

if greeting != nil {
    println( \(greeting!)) // Noncompliant; better but still not ideal
}
```

### Compliant Solution

```
var greeting: String?

// ...
if let howdy = greeting {
    println(howdy)
}
```

Available In:

sonarlint   sonarcloud   sonarqube Developer Edition

 Bug
<div>Return values from functions without side effects should not be ignored</div> <div> Bug</div>
<div>Related "if/else if" statements and "cases" in a "switch" should not have the same condition</div> <div> Bug</div>
<div>Identical expressions should not be used on both sides of a binary operator</div> <div> Bug</div>
<div>All code should be reachable</div> <div> Bug</div>
<div>Loops with at most one iteration should be refactored</div> <div> Bug</div>
<div>"IBInspectable" should be used correctly</div> <div> Code Smell</div>
<div>Functions should not have identical implementations</div> <div> Code Smell</div>
<div>Ternary operators should not be nested</div> <div> Code Smell</div>
<div>Closure expressions should not be nested too deeply</div> <div> Code Smell</div>
<div>Backticks should not be used around</div>