Secrets
ABAP
Apex
C
C++
CloudFormation
COBOL
C#
CSS
Flex
Go
HTML
Java
JavaScript
Kotlin
Kubernetes
Objective C
PHP
PL/I
PL/SQL
Python
RPG
Ruby
Scala
Swift
Terraform
Text
TypeScript
T-SQL
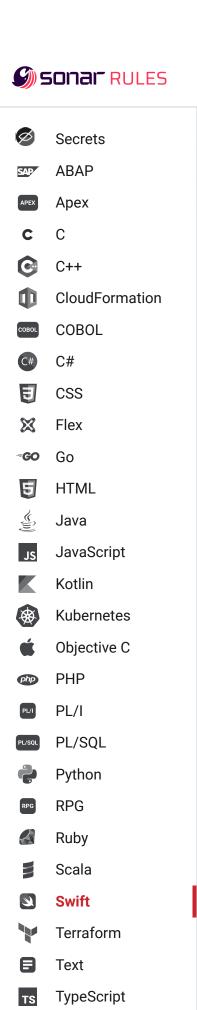VB.NET
VB6
XML

Swift static code analysis

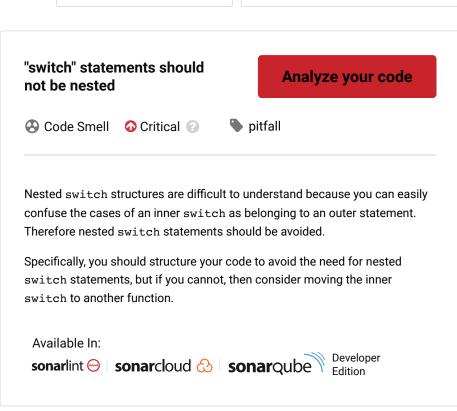Unique rules to find Bugs, Vulnerabilities, Security Hotspots, and Code Smells in your SWIFT code

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

---

"switch" statements should not be nested

Analyze your code

⬡ Code Smell   ⬆ Critical ⃝   🏷 pitfall

Nested `switch` structures are difficult to understand because you can easily confuse the cases of an inner `switch` as belonging to an outer statement. Therefore nested `switch` statements should be avoided.

Specifically, you should structure your code to avoid the need for nested `switch` statements, but if you cannot, then consider moving the inner `switch` to another function.

Available In:

sonarlint | sonarcloud | sonarqube Developer Edition

🐞 Bug

Return values from functions without side effects should not be ignored

🐞 Bug

Related "if/else if" statements and "cases" in a "switch" should not have the same condition

🐞 Bug

Identical expressions should not be used on both sides of a binary operator

🐞 Bug

All code should be reachable

🐞 Bug

Loops with at most one iteration should be refactored

🐞 Bug

"IBInspectable" should be used correctly

☢ Code Smell

Functions should not have identical implementations

☢ Code Smell

Ternary operators should not be nested

☢ Code Smell

Closure expressions should not be nested too deeply

☢ Code Smell

Backticks should not be used around