

-  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

Filter conditions should be used as predicates to "first"

Analyze your code

Code Smell Major performance

If you only want one instance that matches certain criteria out of a collection, it's far more efficient to grab the first matching item than it is to fully filter the collection for your criteria and then only use a single value.

Noncompliant Code Example

```
let one = arr.filter { $0.containsString("yo") }.first
```

Compliant Solution

```
let one = arr.first(where: { $0.containsString("yo") })
```

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>