Code Smell 99





CSS  $\bowtie$ Flex

-GO Go

HTML 5 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

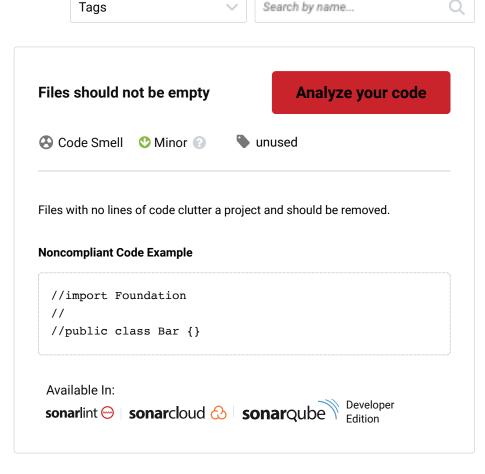
**♣** Bug 14

All rules 119	<b>6</b> Vulnerability (3
Hard-coded cr	redentials are security-
Security Ho	otspot
	field names should not r differ only by
Code Smel	l
Cipher algorith	nms should be robust
<b>읍</b> Vulnerabili	ty
Using weak ha	ashing algorithms is tive
Security Ho	otspot
Cognitive Com	nplexity of functions too high
Code Smel	I
"try!" should no	ot be used
🔆 Code Smel	I
String literals	should not be duplicated
Code Smel	I
Functions and empty	closures should not be
Code Smel	I
Collection eler	ments should not be nditionally
🙀 Bug	
Collection size	es comparisons should
🙀 Bug	
	n a conditional structure we exactly the same on
🕦 Bug	
	s that end with "=" should oft operands

Rug Bug

changed

Precedence and associativity of standard operators should not be



Security Hotspot 3

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