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

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Functions should not have identical implementations

Analyze your code

⬡ Code Smell   ⬥ Major ❓   🏷 confusing duplicate suspicious

When two functions have the same implementation, either it was a mistake - something else was intended - or the duplication was intentional, but may be confusing to maintainers. In the latter case, one implementation should invoke the other.

Noncompliant Code Example

```
func calculate() {
  doTheThing()
  doOtherThing()
}

func doEverything() {  // Noncompliant
  doTheThing()
  doOtherThing()
}
```

Compliant Solution

```
func calculate() {
  doTheThing()
  doOtherThing()
}

func doEveryting() {
  calculate()
}
```

Exceptions

Methods with fewer than 2 statements are ignored.

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