Instructor Notes:

Add instructor notes here.



Instructor Notes:

Add instructor notes here.

Lesson Objectives

Introduction of Sonar

- Architecture
- Integration

Analyzing the Java code with Sonar Integrating Jenkins with Sonar Analyzing Maven, Java Code with Sonar

Presentation Title | Author | Da

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Instructor Notes:

Add instructor notes here.

5.1: introduction of Sonar Sonar



Sonar is an open source platform used by development teams to manage source code quality. Sonar has been made with a main objective in mind: make code quality management accessible to everyone with minimal effort.

SonarQube (formerly known as *Sonar*) is an open source tool suite to measure and analyze the quality of source code. It is written in Java but is able to analyze code in about 20 different programming languages. Code analysis may be started manually by executing a so-called sonar runner but SonarQube's full potential is especially revealed when used in combination with continuous integration such as a Jenkins server.

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Instructor Notes:

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5.1: introduction of Sonar Why Code Analyzer tool



Why we are using SonarQube(Code analyzer tool)

Code quality analysis helps to make your code:

- less error-prone
- more sustainable
- more reliable
- more readable
- more welcoming to new contributors

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Code quality analysis mainly relies on a set of tools that look at your code and give you hints. The most famous tools are Findbugs, PMD, Checkstyle but also code coverage tools such as Jacoco. JDT itself provides very powerful quality checks, but there are not enabled by default. You should go to Error/Warnings in preferences and replace all "ignore" by "Warning".

Instructor Notes:

Add instructor notes here.

5.1: introduction of Sonar Features of Sonar

- f Sonar
- Write clean Code
- DevOps Integration
- Centralize Quality
- Support 20+ languages

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Write clean code

Overall health

Your project home page shows where you stand in terms of quality in a glimpse of an eye. This main page also shows you an immediate sense of the good results achieved over time.

Focus on the Leak

The water leak paradigm is a simple yet powerful way to manage code quality: quality of new - changed and added - code should be put under control before anything else. Once that Leak is under control, code quality will start improving mechanically. In SonarQube, the Leak is a built-in concept that you can't miss. Once you've had a look at this yellow area on the left of your project home page, you will always remain focused on it to not miss any new issues. Enforce Quality Gate

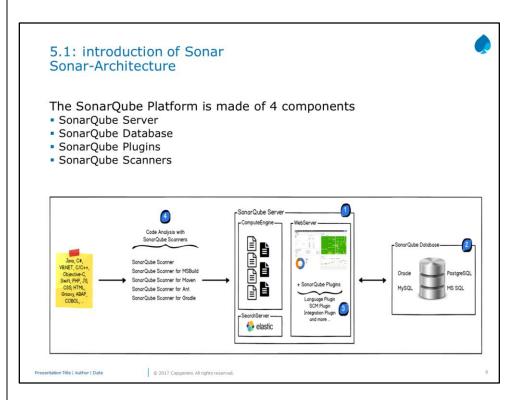
With SonarQube, a developer has everything at hand to take ownership of the quality of his code. To fully enforce a code quality practice across all teams, you need to set up a Quality Gate. This core concept of SonarQube is a set of requirements that tells whether or not a new version of a project can go into production. SonarQube's default Quality Gate checks what happened on the Leak period and fails if your new code got worse in this period.

Analyze pull requests

Once you have SonarQube in place, you will quickly want to make sure you add as few issues as possible to your code base. To shorten the feedback loop so you don't have to wait for new analyses to be available on SonarQube, you can set up the analysis of your pull requests. Analyses will be run on your feature branches without being pushed to SonarQube, giving you the opportunity to fix issues before they ever reach SonarQube!

Instructor Notes:

How sonar works give idea.



The SonarQube Platform is made of 4 components:

One SonarQube Server starting 3 main processes:

- a **Web Server** for developers, managers to browse quality snapshots and configure the SonarQube instance
- a **Search Server** based on Elasticsearch to back searches from the UI
- a **Compute Engine Server** in charge of processing code analysis reports and saving them in the SonarQube Database

One SonarQube Database to store:

the configuration of the SonarQube instance (security, plugins settings, etc.)

the quality snapshots of projects, views, etc.

Multiple **SonarQube Plugins** installed on the server, possibly including language, SCM, integration, authentication, and governance plugins One or more **SonarQube Scanners** running on your Build / Continuous Integration Servers to analyze projects

Instructor Notes:

Add instructor notes here.

5.1: introduction of Sonar Sonar-Integration



The following schema shows how SonarQube integrates with other ALM tools where the various components of SonarQube are used.

- Developers code in their IDEs and use SonarLint to run local analysis.
- Developers push their code into their favorite SCM: git, SVN, TFVC, ...
- The Continuous Integration Server triggers an automatic build, and the execution of the SonarQube Scanner required to run the SonarQube analysis.
- The analysis report is sent to the SonarQube Server for processing.
- SonarQube Server processes and stores the analysis report results in the SonarQube Database, and displays the results in the UI.
- Developers review, comment, challenge their issues to manage and reduce their Technical Debt through the SonarQube UI.
- Managers receive Reports from the analysis.
 Ops use APIs to automate configuration and extract data from SonarQube.
 Ops use JMX to monitor SonarQube Server.

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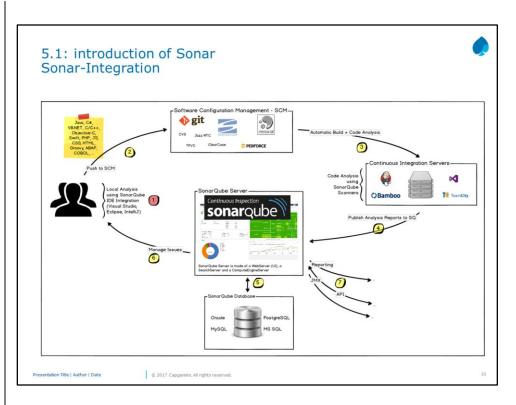
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Instructor Notes:

Give idea of flow



About Machines and Locations

The SonarQube Platform cannot have more than one SonarQube Server and one SonarQube Database.

For optimal performance, each component (server, database, scanners) should be installed on a separate machine, and the server machine should be dedicated.

SonarQube Scanners scale by adding machines.

All machines must be time synchronized.

The SonarQube Server and the SonarQube Database must be located in the same network

SonarQube Scanners don't need to be on the same network as the SonarQube Server.

There is **no communication** between **SonarQube Scanners** and the **SonarQube Database**.

Instructor Notes:

Add instructor notes here.

5.1: introduction of Sonar Sonar-Rules



254 rules written - identify atleast 10 rules

- "equals(Object obj)" and "hashCode()" should be overridden in pairs
- "final" classes should not have "protected" members
- "for" loop incrementers should modify the variable being tested in the loop's stop condition
- "Iterator.hasNext()" should not call "Iterator.next()"
- "Iterator.next()" methods should throw "NoSuchElementException"
- "main" should not "throw" anything
- "NullPointerException" should not be caught
- "entrySet()" should be iterated when both the key and value are needed

We can see all the rules in Sonar Dashboard

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Instructor Notes:

Give Demo example

5.1: introduction of Sonar Sonar Installation



Sonar is easy to install & use .

Download Sonar -Sonarqube-x.xx & Sonar-scanner-x.xx:

https://www.sonarqube.org/downloads/

Sonar can be installed in different ways:

- As a standalone application
- Windows Service

For starting sonar server use -StartSonar.bat

For stopping sonar server use – StopSonar.bat

Once sonar is started, the sonar dash board can be accessed by giving the following link in the browser

http://localhost:9000/

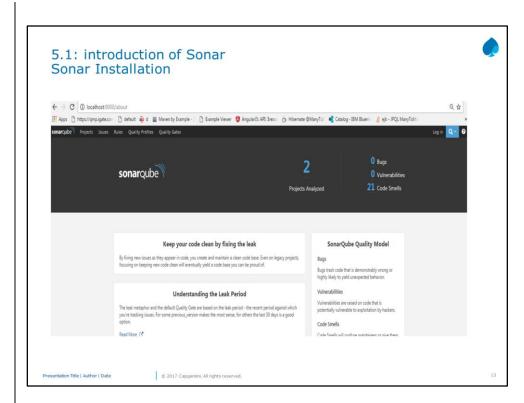
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Instructor Notes:

Add instructor notes here.



Instructor Notes:

Add instructor notes here.

5.2: Analyzing Java code with Sonar Analyzing Java with Sonar



Integrating Java program with SonarQube

- Create a Java Project
- Add description of your project in sonar-scanner-x.xx->conf ->sonar-scanner. Properties
 - sonar.projectKey=JavaProject
 - sonar.projectName=JavaProject
 - sonar.projectVersion=1.0
 - sonar.sources=C:/DevOps/Training/JavaProject/src/com/cg/sonardemo
- Run Sonar server by using command StartSonar.bat
- Go to project folder & run command sonar-scanner.bat
- Open http://localhost:9000/ & we can see code is analyzing

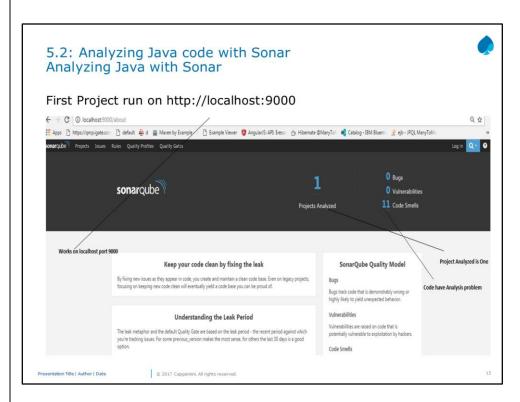
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Instructor Notes:

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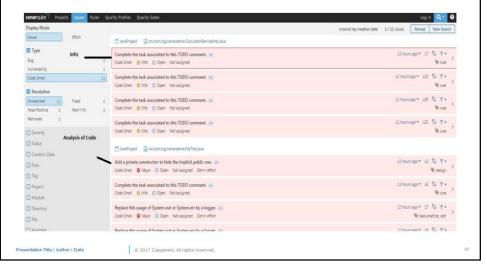


Instructor Notes:

Give Demo example

5.2: Analyzing Java code with Sonar Analyzing Java with Sonar

Select code smell after log in ,you will get all kind of major and minor problems



Each issue has one of five severities:

BLOCKER

Bug with a high probability to impact the behavior of the application in production: memory leak, unclosed JDBC connection, The code MUST be immediately fixed.

CRITICAL

Either a bug with a low probability to impact the behavior of the application in production or an issue which represents a security flaw: empty catch block, SQL injection, ... The code MUST be immediately reviewed.

MAJOR

Quality flaw which can highly impact the developer productivity: uncovered piece of code, duplicated blocks, unused parameters, ...

MINOR

Quality flaw which can slightly impact the developer productivity: lines should not be too long, "switch" statements should have at least 3 cases, ...

INFO

Neither a bug nor a quality flaw, just a finding.

Technical Review

Confirm, False Positive, Won't Fix, Change Severity, and Resolve fall into this category, which presumes an initial review of an issue to verify its validity. Assume it's time to review the technical debt added in the last review period - whether that's a day, a week, or an entire sprint. You go through each new issue and do one:

Confirm - By confirming an issue, you're basically saying "Yep, that's a problem." Doing so moves it out of "Open" status to "Confirmed".

False Positive - Looking at the issue in context, you realize that for whatever reason, this issue isn't actually an issue, erm... "problem." It's not actually a problem. So you mark it False Positive and move on. Requires Administer Issues permission on the project.

Won't Fix - Looking at the issue in context, you realize that while it's a valid issue it's not one that actually needs fixing. In other words, it represents accepted technical debt. So you mark it Won't Fix and move on. Requires Administer Issues permission on the project.

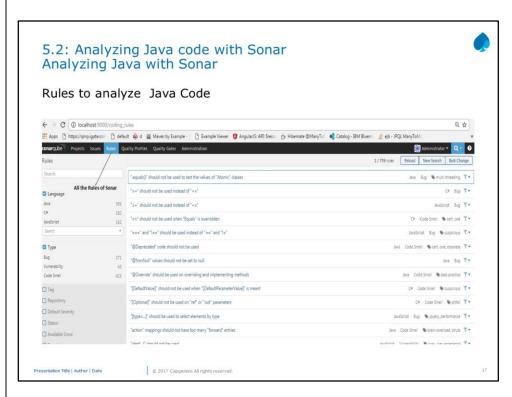
Change Severity - This is the middle ground between the first two options. Yes, it's a problem, but it's not as bad a problem as the rule's default severity makes it out to be. Or perhaps it's actually far worse. Either way, you adjust the severity of the issue to bring it in line with what you feel it deserves. The marker in the drilldown will change to show the new severity immediately, but the change won't be reflected in your issue counts until after the next analysis. Requires Administer Issues permission on the project.

Resolve - If you think you've fixed an open issue, you can Resolve it. If you're right, the next analysis will move it to closed status. If you're wrong, its status will go to re-opened.

.

Instructor Notes:

Add instructor notes here.



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Tag: it is possible to add tags to rules in order to classify them and to help discover them more

Repository: the engine that contributes rules to SonarQube.

Default Severity: the original severity of the rule - as defined by the plugin that contributes this

Status: rules can have 3 different statuses:

Beta: The rule has been recently implemented and we haven't gotten enough feedback from users yet, so there may be false positives or false negatives. **Deprecated:** The rule should no longer be used because a similar, but more powerful and accurate rule exists.

Ready: The rule is ready to be used in production.

Available Sincé: date when a rule was first added on the SonarQube instance. This is useful to list all the new rules since the last upgrade of a plugin for instance.

Template: display rule templates that allow to create custom rules (see later on this page).

Quality Profile: inclusion in or exclusion from a specific profile

To see the details of a rule, either click on it, or use the right arrow key. Along with basic rule data, you'll also be able to see which, if any, profiles it's active in and how many open issues have been raised with it.

The 2 following actions are available only if you have the right permissions ("Administer Quality Profiles and Gates"):

Add/Remove Tags:

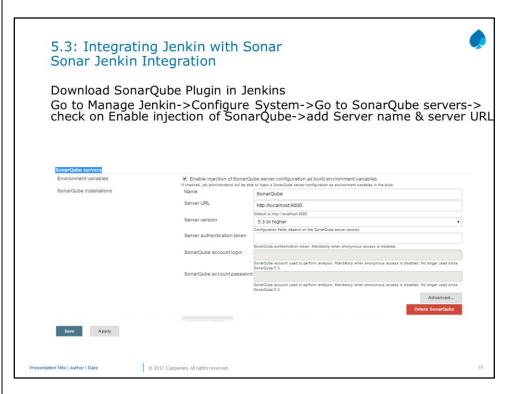
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Note that some rules have built-in tags that you cannot remove - they are provided by the plugins which contribute the rules.

Extend Description:

Instructor Notes:

Add instructor notes here.



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Extend Description:

Instructor Notes:

Add instructor notes here.

5.4: Analyzing Maven code ,Jenkin with Sonar Sonar, Maven, Git & Jenkins Integration



Create New item->Enter item name->Select Maven Project->Ok Give Git Repository link, in build environment check prepare sonarqube scanner environment

Give path of pom.xml of your project & then select post build action as sonarqube analysis with maven

Then apply & Build now

We can see in console output build success and failure Analyze in SonarQube

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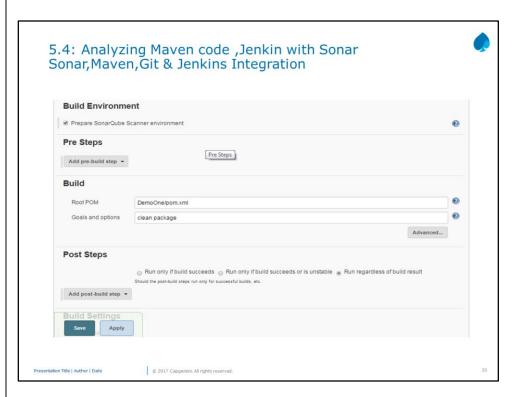
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Extend Description:

Instructor Notes:

Give Demo example



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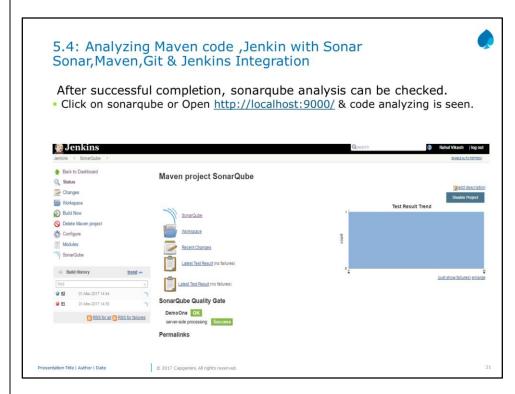
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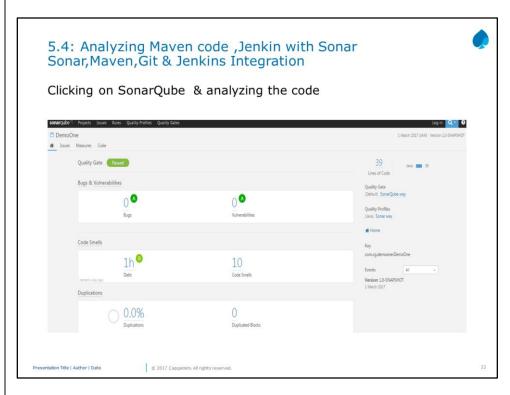
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Instructor Notes:

Give Demo example



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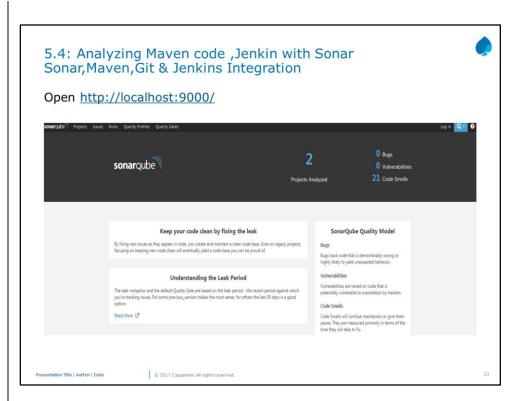
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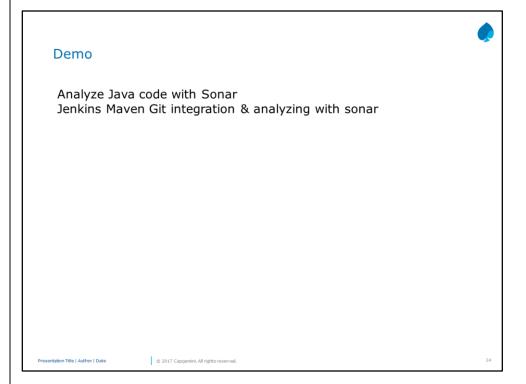
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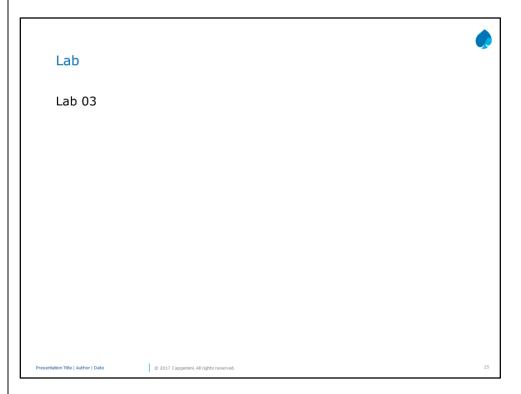


Add the notes here.

Page XX-24

Instructor Notes:

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Instructor Notes:

Add instructor notes here.

Summary



Sonar is an open source platform used by development teams to manage source code quality. Sonar has been developed with a main objective in mind: make code quality management accessible to everyone with minimal effort.

Working with code analyzing tool with Maven Jenkins, Git

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Instructor Notes:

Q1.All of above.

Q2. Sonarqube

Q3StartSonar.bat

Review Question



SonarQube platform is made of components, choose the correct one $% \left(1\right) =\left(1\right) \left(1\right) \left($

- Database
- plugins
- Server
- All of above

 $\underline{}$ plugin needs to be downloaded for Jenkins and sonar integration.

command is used to run Sonar software.

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