

Filters

- ▼ Period

New code
- ▼ Type

Bug

0

Vulnerability

0

Code Smell

13
- ▼ Severity

Blocker

0

Minor

13

Critical

0

Info

0

Major

0
- > Scope
- > Resolution
- > Status
- > Security Category
- > Creation Date
- > Language
- > Rule
- > Tag
- > Directory
- > File
- > Assignee
- > Author

poker-common/.../main/java/pl/edu/agh/kis/pz1/Tuple.java	
Rename this local variable to match the regular expression <code>^[a-z][a-zA-Z0-9]*\$</code> . 3 days ago ▼ L21 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 2min effort ⚙️ convention	
Rename this local variable to match the regular expression <code>^[a-z][a-zA-Z0-9]*\$</code> . 3 days ago ▼ L21 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 2min effort ⚙️ convention	
poker-model/.../edu/agh/kis/pz1/gameStructure/GameManager.java	
Rename this package name to match the regular expression <code>^[a-z_]+(\.[a-z_][a-z0-9_]*)*\$</code> . 3 days ago ▼ L1 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 10min effort ⚙️ convention	
Make this final field static too. 19 hours ago ▼ L28 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 2min effort ⚙️ convention	
Rename this local variable to match the regular expression <code>^[a-z][a-zA-Z0-9]*\$</code> . 3 days ago ▼ L33 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 2min effort ⚙️ convention	
Rename this local variable to match the regular expression <code>^[a-z][a-zA-Z0-9]*\$</code> . 19 hours ago ▼ L42 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 2min effort ⚙️ convention	
poker-model/.../edu/agh/kis/pz1/gameStructure/HandVerifier.java	
Rename this package name to match the regular expression <code>^[a-z_]+(\.[a-z_][a-z0-9_]*)*\$</code> . 3 days ago ▼ L1 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 10min effort ⚙️ convention	
Rename this local variable to match the regular expression <code>^[a-z][a-zA-Z0-9]*\$</code> . 3 days ago ▼ L21 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 2min effort ⚙️ convention	
Use isEmpty() to check whether the collection is empty or not. 🚫 3 days ago ▼ L155 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 2min effort ⚙️ clumsy	
Use isEmpty() to check whether the collection is empty or not. 🚫 3 days ago ▼ L164 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 2min effort ⚙️ clumsy	
poker-model/.../edu/agh/kis/pz1/gameStructure/SetParser.java	
Rename this package name to match the regular expression <code>^[a-z_]+(\.[a-z_][a-z0-9_]*)*\$</code> . 1 day ago ▼ L1 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 10min effort ⚙️ convention	
Make this final field static too. 13 hours ago ▼ L11 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 2min effort ⚙️ convention	
poker-server/.../main/java/pl/edu/agh/kis/pz1/Server.java	
Remove this unused import 'org.apache.log4j.BasicConfigurator'. 🚫 3 hours ago ▼ L14 ⚙️ ⚡	
🔗 Code Smell 🟡 Minor 🔵 Open Not assigned 2min effort ⚙️ unused	

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