

Id : ds-1245

Result : False Positive

Reason :

Source Statement : Line 1952 in the below screenshot. the returned value of the source statement `getSources()` is used only in the if condition and is not passed any further.

```
1931 private boolean isRemoteInput(int deviceId) {
1932     boolean remoteInputFound = false;
1933     /*
1934      * If this is a local 2 player game, check if this input came from
1935      * a connected gamepad for the remote player.
1936      *
1937      * Local 2 player games can only be played by having one or more
1938      * attached gamepads.
1939      *
1940      * NOTE: The InputDevice SOURCE_GAMEPAD input type was added in
1941      * API 12. It is a derivative of the input source class
1942      * SOURCE_CLASS_BUTTON.
1943      */
1944     if ((numPlayers == 2) &&
1945         (gameLocale == FrozenBubble.LOCALE_LOCAL) &&
1946         !mRemoteInput.isCPU) {
1947         int[] deviceIds = InputDevice.getDeviceIds();
1948         int lastGamepadId = 0;
1949         int numGamepads = 0;
1950         for (int id : deviceIds) {
1951             InputDevice device = InputDevice.getDevice(id);
1952             if (((device.getSources() & InputDevice.SOURCE_GAMEPAD) ==
1953                 InputDevice.SOURCE_GAMEPAD) ||
1954                 ((device.getSources() & InputDevice.SOURCE_JOYSTICK) ==
1955                 InputDevice.SOURCE_JOYSTICK)) {
```