Id : ds-1403
Result : False Positive

Reason : All variables are constants

Source statement : Line 164 in below screenshot.

```
163
164                     final int bytesReady = m_audioRecord.read(
165                         byteBufferArray,  offsetInBytes: byteBufferArrayOffset+byteBuffer.position(), m_frameSize );
166                     if (bytesReady == m_frameSize)
167                     {
168                         final int limit = position + Protocol.AudioFrame.getMessageSize( m_frameSize );
169                         byteBuffer.position( position );
170                         byteBuffer.limit( limit );
171                         final RetainableByteBuffer msg = byteBuffer.slice();
172                         m_sessionManager.send( msg );
173                         frames++;
174
175                         if (m_list != null)
176                         {
177                             /* Audio player expects just an audio frame
178                              * without message header.
179                              */
180                             m_list.add( Protocol.AudioFrame.getAudioData(msg) );
181                         }
182
183                         msg.release();
184                         byteBuffer.limit( byteBuffer.capacity() );
185                         byteBuffer.position( limit );
186                     }
187                     else
188                     {
189                         Log.e( LOG_TAG,  msg: "readSize=" + m_frameSize + " bytesReady=" + bytesReady );
190                         break;
191                     }
192                 }
```

Both the variables 'bytesReady' and 'byteBufferArray' are used only in context of this method and is not passed any further.