

Id : ds-1382

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.