Id : ds-731

Result : False Positive

Reason :

Sink statement : Line 50 in the screenshot below

```
1093              */
1094 @      private void sendMouseEventCode(MotionEvent e, int button_code) {
1095            int x = (int)(e.getX() / mCharacterWidth) + 1;
1096            int y = (int)((e.getY()-mTopOfScreenMargin) / mCharacterHeight) + 1;
1097            // Clip to screen, and clip to the limits of 8-bit data.
1098            boolean out_of_bounds =
1099                x < 1 || y < 1 ||
1100                x > mColumns || y > mRows ||
1101                x > 255-32 || y > 255-32;
1102            //Log.d(TAG, "mouse button "+x+","+y+","+button_code+",oob="+out_of_bounds);
1103            if(button_code < 0 || button_code > 255-32) {
1104                Log.e(TAG, msg: "mouse button_code out of range: "+button_code);
1105                return;
1106            }
```

The sink statement gets the variable button_code. As shown in the below screenshot the variable button code is always a constant.

```
▼ Found usages  6 usages
    ▼ Unclassified usage  6 usages
        ▼ ▣ emulatorview  6 usages
            ▼ ▤ jackpal.androidterm.emulatorview  6 usages
                ▼ Ⓒ ⧉ EmulatorView  4 usages
                    ▼ Ⓜ ⧉ onScroll(MotionEvent, MotionEvent, float, float)  2 usages
                        ▼ Ⓒ EmulatorView.java  2 usages
                              1151 sendMouseEventCode(e1, 65);
                              1154 sendMouseEventCode(e1, 64);
                    ▼ Ⓜ ⧉ onSingleTapUp(MotionEvent)  2 usages
                        ▼ Ⓒ EmulatorView.java  2 usages
                              1125 sendMouseEventCode(e, 0); // BTN1 press
                              1126 sendMouseEventCode(e, 3); // release
                ▼ Ⓒ 🔒 EmulatorView.MouseTrackingFlingRunner  2 usages
                    ▼ Ⓜ ⧉ run()  2 usages
                        ▼ Ⓒ EmulatorView.java  2 usages
                              452 sendMouseEventCode(mMotionEvent, 65);
                              455 sendMouseEventCode(mMotionEvent, 64);
```