

**Id : ds-1248**

Result : False Positive

Reason :

Source Statement : Line 1956 in the below screenshot. the returned value of the source statement getId() is used only in the if condition at line 1961 and is not passed any further.

```
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)) {
1956                 lastGamepadId = device.getId();
1957                 numGamepads++;
1958             }
1959         }
1960
1961         if ((numGamepads > 0) && (deviceId == lastGamepadId)) {
1962             remoteInputFound = true;
1963         }
1964     }
1965
1966     return remoteInputFound;
1967 }
```