

Id : ds-1318

Result : False Positive

Reason :

Source Statement : Line 1947 in the below screenshot. The returned value of the source statement `getDeviceIds()` is used only in the context of the for loop 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  }
```