**Id : ds-1311**

Result : False Positive

Reason :

Source Statement : Line 1952 in the below screenshot. The returned value of the source statement getSources() is used only in the context of the if condition 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            }
```