

Id : ds-740

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);
```