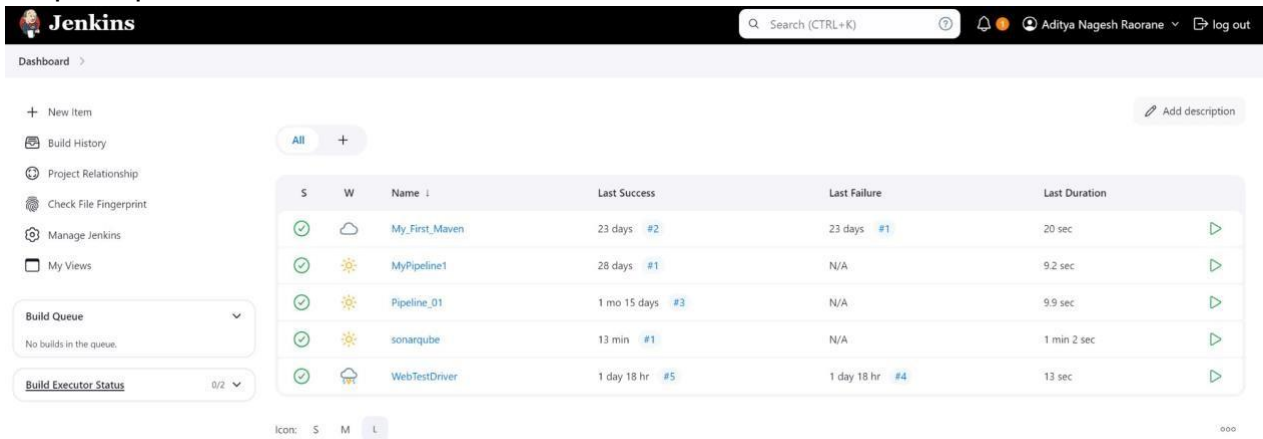


**Aim:** Create a Jenkins CICD Pipeline with SonarQube / GitLab Integration to perform a static analysis of the code to detect bugs, code smells, and security vulnerabilities on a sample Web / Java / Python application.

1. Open up Jenkins Dashboard on localhost:8080.

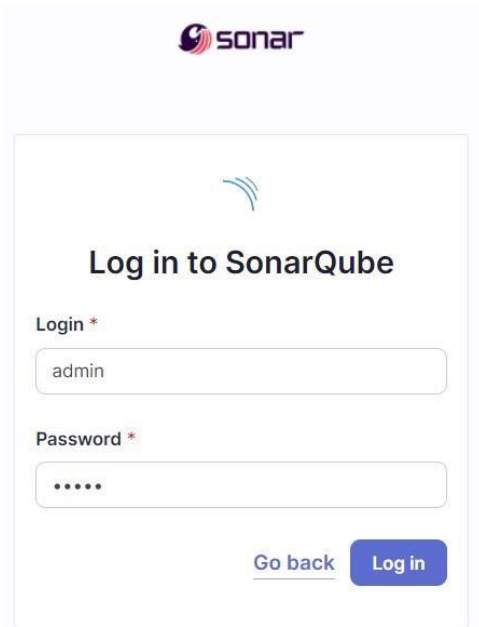


2. Run SonarQube in a Docker container using this command: a] `docker -v` b] `docker pull sonarqube` c] `docker run -d --name sonarqube -e SONAR_ES_BOOTSTRAP_CHECKS_DISABLE=true -p 9000:9000 sonarqube:latest`

```
C:\Users\Muskan>docker -v
Docker version 27.0.3, build 7d4bcd8

C:\Users\adity>docker run -d --name sonarqube -e SONAR_ES_BOOTSTRAP_CHECKS_DISABLE=true -p 9000:9000 sonarqube:latest
Unable to find image 'sonarqube:latest' locally
latest: Pulling from library/sonarqube
7478e0ac0f23: Pull complete
90a925ab929a: Pull complete
7d9a34308537: Pull complete
80338217a4ab: Pull complete
1a5fd5c7e184: Pull complete
7b87d6fa783d: Pull complete
bd819c9b5ead: Pull complete
4f4fb70ef54: Pull complete
Digest: sha256:72e9feec71242af83faf65f95a40d5e3bb2822a6c3b2cda8568790f3d31aecde
Status: Downloaded newer image for sonarqube:latest
4a6e73f4472de892b1ddead1abe77372a85a7b09408cce3a0abd37c5ab6b49a4
```

3. Once the container is up and running, you can check the status of SonarQube at **localhost port 9000**. The login id is **“admin”** and the password is **“mus12”**.



The image shows the SonarQube login interface. At the top is the Sonar logo. Below it is a heading "Log in to SonarQube". There are two input fields: "Login \*" with the value "admin" and "Password \*" with masked characters. At the bottom right are two buttons: "Go back" (a link) and "Log in" (a button).

#### 4. Create a local project in SonarQube with the name **sonarqube-test**.

1 of 2

##### Create a local project

Project display name \*

sonarqube-test ✓

Project key \*

sonarqube-test ✓

Main branch name \*

main

The name of your project's default branch [Learn More](#)

Cancel Next

2 of 2

##### Set up project for Clean as You Code

The new code definition sets which part of your code will be considered new code. This helps you focus attention on the most recent changes to your project, enabling you to follow the Clean as You Code methodology. [Learn more: Defining New Code](#)

Choose the baseline for new code for this project

☒ Use the global setting

Previous version

Any code that has changed since the previous version is considered new code.  
Recommended for projects following regular versions or releases.

☐ Define a specific setting for this project

☐ Previous version

Any code that has changed since the previous version is considered new code.  
Recommended for projects following regular versions or releases.

☐ Number of days

Any code that has changed in the last x days is considered new code. If no action is taken on a new issue after x days, this issue will become part of the overall code.  
Recommended for projects following continuous delivery.

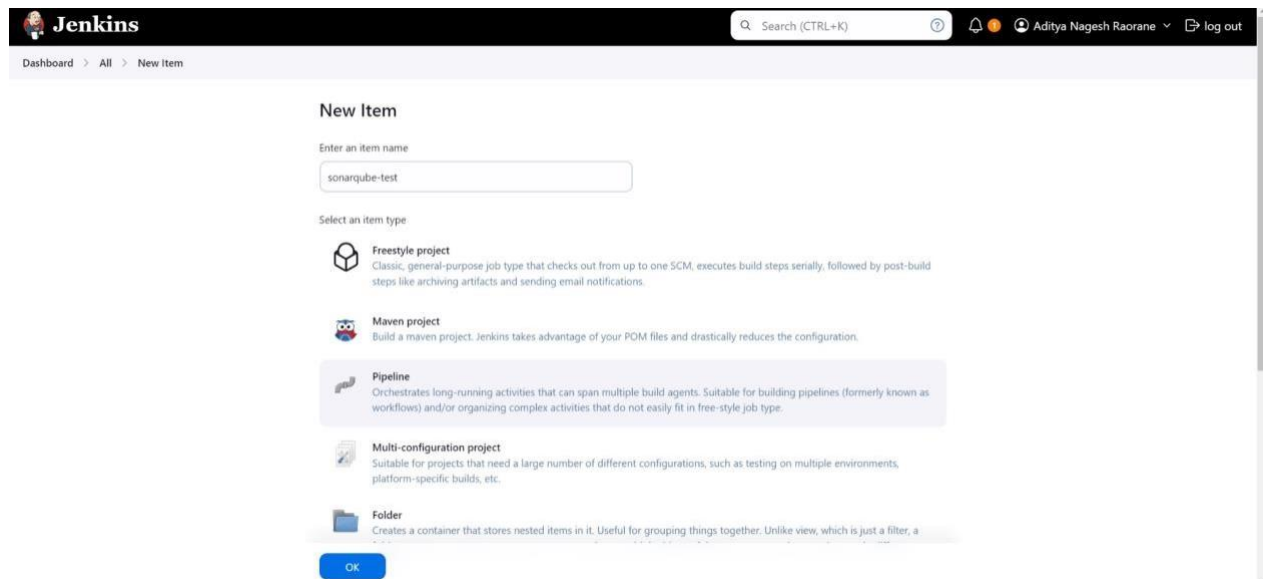
☐ Reference branch

Choose a branch as the baseline for the new code.  
Recommended for projects using feature branches.

Back Create project

Setup the project and come back to Jenkins Dashboard.

#### 6. Create a New Item in Jenkins, choose **Pipeline**.



7. Under **Pipeline Script**, enter the following -

```
node { stage('Cloning the GitHub
Repo')
{
    git 'https://github.com/shazforiot/GOL.git'
}
stage('SonarQube analysis') {
    withSonarQubeEnv('sonarqube') { bat
        "C:\\Users\\adity\\Downloads\\sonar-scanner-cli-6.1.0.4477-windows-x64\\sonar-s
canner-6.1.0.4477-windows-x64\\bin\\sonar-scanner.bat \
        -D sonar.login=<YOUR ID> \
        -D sonar.password=<YOUR PASSWORD> \
        -D sonar.projectKey=<YOUR PROJECT KEY> \
        -D sonar.exclusions=vendor/**,resources/**,**/*.java \
        -D sonar.host.url=http://localhost:9000/"
    }
}
}
```

The screenshot shows the Jenkins 'Configure' page for a pipeline named 'sonarqube-test'. The 'Pipeline' tab is selected. The 'Definition' is set to 'Pipeline script'. The script is as follows:

```
1 = node {
2 = stage('Cloning the Github Repo') {
3 = git 'https://github.com/shazforiot/60K.git'
4 = }
5 = stage('SonarQube analysis') {
6 = withSonarQubeEnv('sonarqube') {
7 = bat "cd %Users%\aditya\Downloads\sonar-scanner-cli-6.1.0.4477-windows-x64\sonar-scanner-6.1.0.4477-windows-x64\bin\sonar-scanner.bat \
8 = -D sonar.login=aditya \
9 = -D sonar.password=aditya \
10 = -D sonar.projectKey=sonarqube-test \
11 = -D sonar.exclusions=vendor/**,resources/**,**/*.java \
12 = -D sonar.host.url=http://localhost:9090/"
13 = }
14 = }
15 = }
```

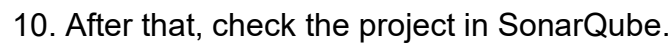
Below the script, the 'Use Groovy Sandbox' checkbox is checked. At the bottom, there are 'Save' and 'Apply' buttons. The footer shows 'REST API' and 'Jenkins 2.473'.

It is a java sample project which has a lot of repetitions and issues that will be detected by SonarQube.

## 8. Run The Build.

The screenshot shows the Jenkins Dashboard for the 'sonarqube-test' pipeline. The 'Status' tab is selected, showing a green checkmark icon. Below it, there are links for 'Changes' (with a code icon) and 'Build Now' (with a play icon).

## 9. Check the console output once the build is complete.



Under different tabs, check all different issues with the code.

## 11. Code Problems Open Issues

The screenshot shows the SonarQube interface for a project named 'sonarqube-test'. The 'Measures' tab is selected, displaying a list of code quality metrics. The 'Open Issues' section is highlighted, showing 210,549 issues. A tree view on the right lists the following components and their issue counts:

Component	Open Issues
gameoflife-acceptance-tests	4
gameoflife-build	0
gameoflife-core	603
gameoflife-deploy	0
gameoflife-web	209,940
pom.xml	2

## Consistency

The screenshot shows the SonarQube interface for the same project, now displaying 'Issues'. The 'Consistency' tab is selected, showing 197k issues. The left sidebar lists the following categories and their counts:

Category	Count
Consistency	197k
Intentionality	14k
Adaptability	0
Responsibility	0

The main content area shows a list of consistency issues for the file 'gameoflife-core/build/reports/tests/all-tests.html'. The issues are:

- ☐ Insert a <!DOCTYPE> declaration to before this <html> tag. (Reliability, L1 - 5min effort - 4 years ago - Bug - Major)
- ☐ Remove this deprecated "width" attribute. (Maintainability, L9 - 5min effort - 4 years ago - Code Smell - Major)
- ☐ Remove this deprecated "align" attribute. (Maintainability, L11 - 5min effort - 4 years ago - Code Smell - Major)

## Intentionality

The screenshot shows the SonarQube web interface for a project named 'sonarqube-test'. The 'Issues' tab is active, displaying a list of issues under the 'Intentionality' category. The left sidebar shows filters for 'Clean Code Attribute' with 'Intentionality' selected, showing 14k issues. The main panel lists three issues, all with a 'Maintainability' severity and 'Intentionality' category. The issues are: 'Use a specific version tag for the image.', 'Surround this variable with double quotes; otherwise, it can lead to unexpected behavior.', and another identical issue. Each issue has a 'No tags' status and a 'Major' severity. A warning banner at the bottom states: 'Embedded database should be used for evaluation purposes only'.

## Code Smells

The screenshot shows the SonarQube web interface for the same project 'sonarqube-test'. The 'Issues' tab is active, displaying a list of issues under the 'Code Smell' category. The left sidebar shows filters for 'Severity' with 'Low' selected, showing 253 issues. The main panel lists three issues, all with a 'Reliability' severity and 'Intentionality' category. The issues are: 'Add an "alt" attribute to this image.', 'Add an "alt" attribute to this image.', and another identical issue. Each issue has a 'wcag2-a' status and a 'Minor' severity. A warning banner at the bottom states: 'Embedded database should be used for evaluation purposes only'.

## Bugs

The screenshot shows the SonarQube web interface with the 'Issues' tab selected. The left sidebar displays a filter for 'Bug' type issues, showing 14k results. The main panel lists three issues, all of type 'Intentionality' and severity 'Major'. Each issue is related to adding 'lang' and/or 'xml:lang' attributes to HTML elements. The issues are located in the following files:

- gameoflife-core/build/reports/tests/all-tests.html
- gameoflife-core/build/reports/tests/all-classes-frame.html
- gameoflife-core/build/reports/tests/all-classes-frame.html

Each issue has a 'Reliability' tag and a 'wcag2-a' accessibility tag. The status is 'Open' and 'Not assigned'. A warning message at the bottom states: 'Embedded database should be used for evaluation purposes only'.

## Reliability

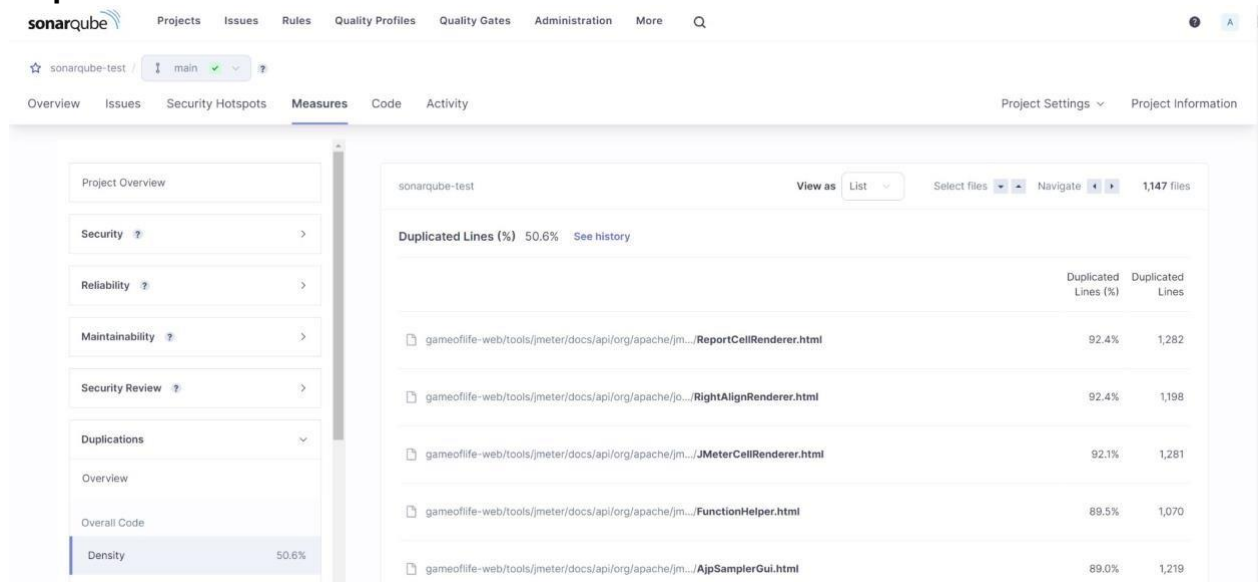
The screenshot shows the SonarQube web interface with the 'Issues' tab selected. The left sidebar displays a filter for 'Reliability' type issues, showing 14k results. The main panel lists three issues, all of type 'Intentionality' and severity 'Major'. Each issue is related to adding 'lang' and/or 'xml:lang' attributes to HTML elements. The issues are located in the following files:

- gameoflife-core/build/reports/tests/all-tests.html
- gameoflife-core/build/reports/tests/all-classes-frame.html
- gameoflife-core/build/reports/tests/all-classes-frame.html

Each issue has a 'Reliability' tag and a 'wcag2-a' accessibility tag. The status is 'Open' and 'Not assigned'. A warning message at the bottom states: 'Embedded database should be used for evaluation purposes only'.



## Duplicates

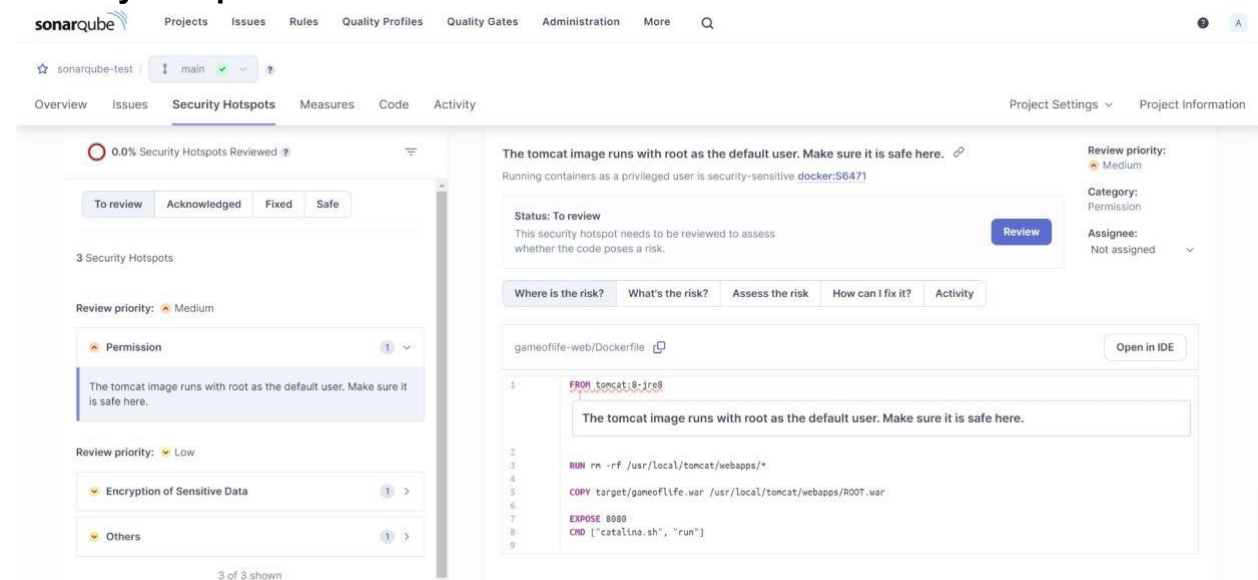


The screenshot shows the SonarQube interface for the 'sonarqube-test' project. The 'Measures' tab is selected, displaying a table of duplicated lines. The table has columns for 'Duplicated Lines (%)' and 'Duplicated Lines'. The data is as follows:

File	Duplicated Lines (%)	Duplicated Lines
gameoflife-web/tools/jmeter/docs/api/org/apache/jm...ReportCellRenderer.html	92.4%	1,282
gameoflife-web/tools/jmeter/docs/api/org/apache/jm...RightAlignRenderer.html	92.4%	1,198
gameoflife-web/tools/jmeter/docs/api/org/apache/jm...JMeterCellRenderer.html	92.1%	1,281
gameoflife-web/tools/jmeter/docs/api/org/apache/jm...FunctionHelper.html	89.5%	1,070
gameoflife-web/tools/jmeter/docs/api/org/apache/jm...AjpSamplerGui.html	89.0%	1,219

On the left sidebar, the 'Duplications' section shows an 'Overview' and 'Overall Code' with a 'Density' of 50.6%.

## Security Hotspot



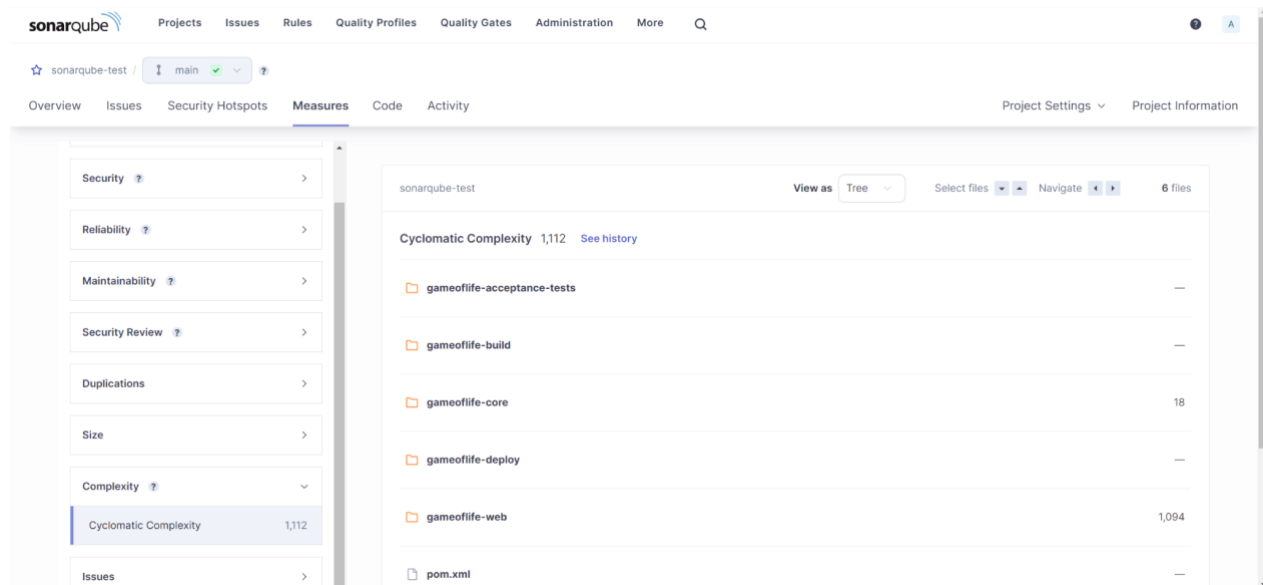
The screenshot shows the SonarQube interface for the 'sonarqube-test' project, specifically the 'Security Hotspots' tab. A security hotspot is displayed with the following details:

- Review priority:** Medium
- Category:** Permission
- Assignee:** Not assigned
- Status:** To review
- Description:** The tomcat image runs with root as the default user. Make sure it is safe here.

The hotspot is located in the file 'gameoflife-web/Dockerfile'. The code snippet shown is:

```
1 FROM tomcat:8-jre8
2
3 RUN rm -rf /usr/local/tomcat/webapps/*
4
5 COPY target/gameoflife.war /usr/local/tomcat/webapps/ROOT.war
6
7 EXPOSE 8080
8 CMD ["catalina.sh", "run"]
9
```

## Cyclomatic Complexity



In this way, we have created a CI/CD Pipeline with Jenkins and integrated it with SonarQube to find issues in the code like bugs, code smells, duplicates, cyclomatic complexities, etc.

### Conclusion:

In this experiment, we performed a static analysis of the code to detect bugs, code smells, and security vulnerabilities on our sample Java application.