

**Instructor Notes:**

Add instructor notes  
here.

**DevOps**

Lesson 04-Sonar(SonarQube)

## Instructor Notes:

Add instructor notes here.

## Lesson Objectives

- Introduction of Sonar
  - Architecture
  - Integration
- Analyzing the Java code with Sonar
- Integrating Jenkins with Sonar
- Analyzing Maven, Java Code with Sonar



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4.1: introduction of Sonar

## Sonar

- Sonar is an open source platform used by development teams to manage source code quality. Sonar has been made with a main objective in mind: make code quality management accessible to everyone with minimal effort.
- SonarQube (formerly known as *Sonar*) is an open source tool suite to measure and analyze the quality of source code. It is written in Java but is able to analyze code in about 20 different programming languages.
- Code analysis may be started manually by executing a so-called sonar runner but SonarQube's full potential is especially revealed when used in combination with continuous integration such as a Jenkins server.



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4.1: introduction of Sonar

Why Code Analyzer tool

- Why we are using SonarQube(Code analyzer tool)
- Code quality analysis helps to make your code:
  - less error-prone
  - more sustainable
  - more reliable
  - more readable
  - more welcoming to new contributors

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Code quality analysis mainly relies on a set of tools that look at your code and give you hints. The most famous tools are Findbugs, PMD, Checkstyle but also code coverage tools such as Jacoco. JDT itself provides very powerful quality checks, but there are not enabled by default. You should go to Error/Warnings in preferences and replace all "ignore" by "Warning".


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4.1: introduction of Sonar

Features of Sonar

- Write clean Code
- DevOps Integration
- Centralize Quality
- Support 20+ languages

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Write clean code

Overall health

Your project home page shows where you stand in terms of quality in a glimpse of an eye. This main page also shows you an immediate sense of the good results achieved over time.

Focus on the Leak

The water leak paradigm is a simple yet powerful way to manage code quality: quality of new - changed and added - code should be put under control before anything else. Once that Leak is under control, code quality will start improving mechanically. In SonarQube, the Leak is a built-in concept that you can't miss. Once you've had a look at this yellow area on the left of your project home page, you will always remain focused on it to not miss any new issues.

Enforce Quality Gate

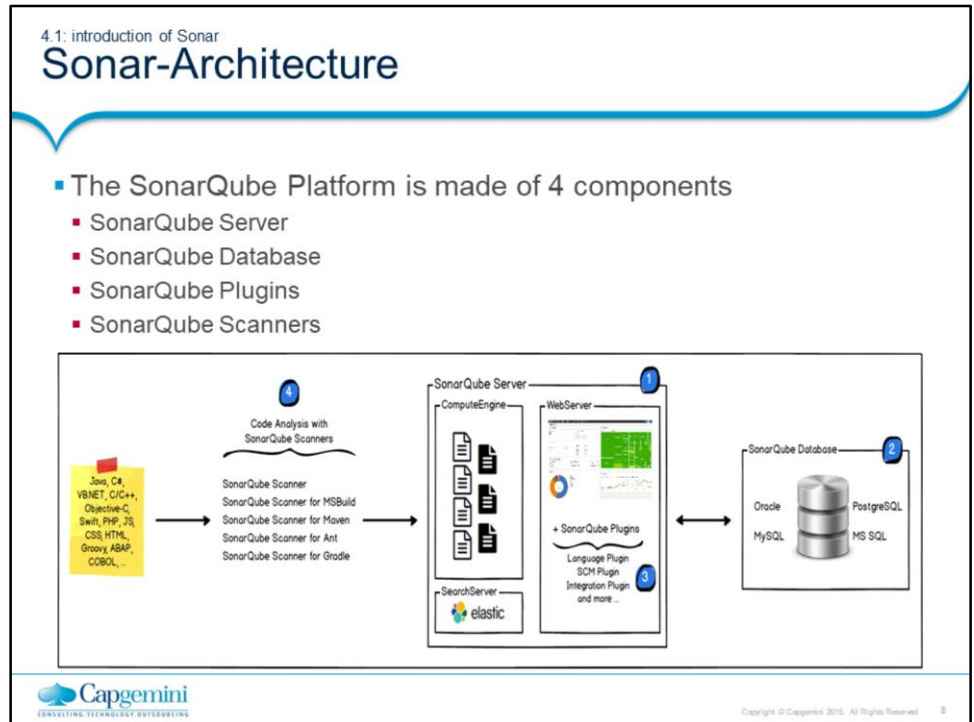
With SonarQube, a developer has everything at hand to take ownership of the quality of his code. To fully enforce a code quality practice across all teams, you need to set up a Quality Gate. This core concept of SonarQube is a set of requirements that tells whether or not a new version of a project can go into production. SonarQube's default Quality Gate checks what happened on the Leak period and fails if your new code got worse in this period.

Analyze pull requests

Once you have SonarQube in place, you will quickly want to make sure you add as few issues as possible to your code base. To shorten the feedback loop so you don't have to wait for new analyses to be available on SonarQube, you can set up the analysis of your pull requests. Analyses will be run on your feature branches without being pushed to SonarQube, giving you the opportunity to fix issues before they ever reach SonarQube!

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How sonar works give idea.



The SonarQube Platform is made of 4 components:

One **SonarQube Server** starting 3 main processes:

a **Web Server** for developers, managers to browse quality snapshots and configure the SonarQube instance

a **Search Server** based on Elasticsearch to back searches from the UI

a **Compute Engine Server** in charge of processing code analysis reports and saving them in the SonarQube Database

One **SonarQube Database** to store:

the configuration of the SonarQube instance (security, plugins settings, etc.)

the quality snapshots of projects, views, etc.

Multiple **SonarQube Plugins** installed on the server, possibly including language, SCM, integration, authentication, and governance plugins

One or more **SonarQube Scanners** running on your Build / Continuous Integration Servers to analyze projects

**Instructor Notes:**

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4.1: introduction of Sonar

## Sonar-Integration

- The following schema shows how SonarQube integrates with other ALM tools where the various components of SonarQube are used.
  - Developers code in their IDEs and use SonarLint to run local analysis.
  - Developers push their code into their favorite SCM : git, SVN, TFVC, ...
  - The Continuous Integration Server triggers an automatic build, and the execution of the SonarQube Scanner required to run the SonarQube analysis.
  - The analysis report is sent to the SonarQube Server for processing.
  - SonarQube Server processes and stores the analysis report results in the SonarQube Database, and displays the results in the UI.
  - Developers review, comment, challenge their issues to manage and reduce their Technical Debt through the SonarQube UI.
  - Managers receive Reports from the analysis.  
Ops use APIs to automate configuration and extract data from SonarQube.  
Ops use JMX to monitor SonarQube Server.



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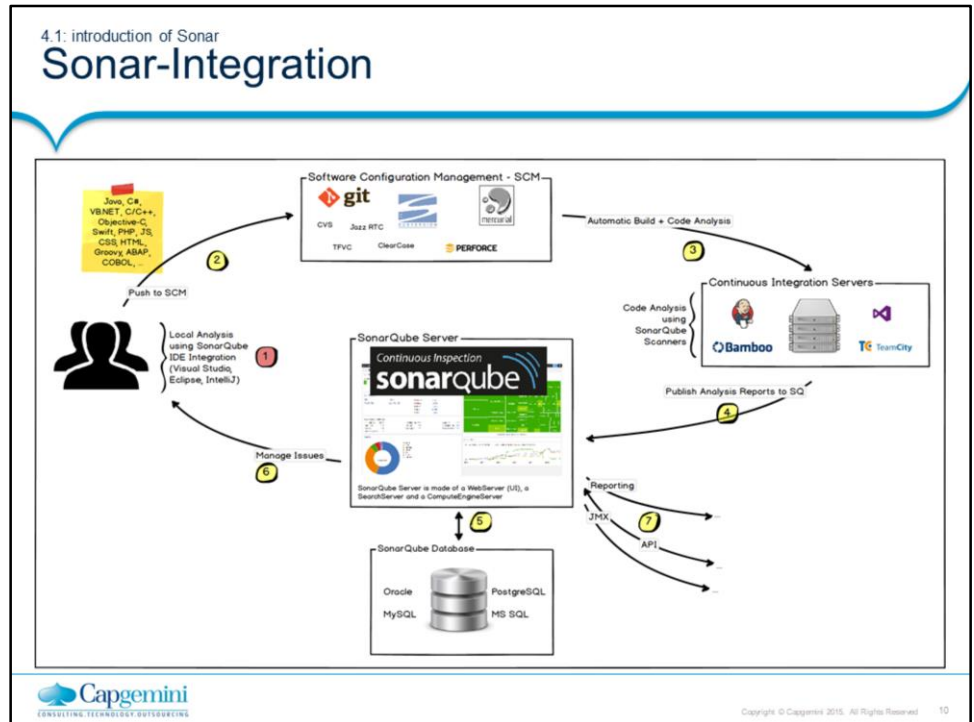
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**Instructor Notes:**

Give idea of flow

**About Machines and Locations**

The SonarQube Platform cannot have more than one SonarQube Server and one SonarQube Database.

For optimal performance, each component (server, database, scanners) should be installed on a separate machine, and the server machine should be dedicated.

SonarQube Scanners scale by adding machines.

All machines must be time synchronized.

The SonarQube Server and the SonarQube Database must be located in the same network

SonarQube Scanners don't need to be on the same network as the SonarQube Server.

There is **no communication** between **SonarQube Scanners** and the **SonarQube Database**.




**Instructor Notes:**

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4.1: introduction of Sonar

## Sonar-Rules

- 254 rules written – identify atleast 10 rules
  - "equals(Object obj)" and "hashCode()" should be overridden in pairs
  - "final" classes should not have "protected" members
  - "for" loop incrementers should modify the variable being tested in the loop's stop condition
  - "Iterator.hasNext()" should not call "Iterator.next()"
  - "Iterator.next()" methods should throw "NoSuchElementException"
  - "main" should not "throw" anything
  - "NullPointerException" should not be caught
  - "entrySet()" should be iterated when both the key and value are needed
- We can see all the rules in Sonar Dashboard

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**Instructor Notes:**

Give Demo example

4.1: introduction of Sonar

## Sonar Installation

- Sonar is easy to install & use .
- Download Sonar -Sonarqube-x.xx & Sonar-scanner-x.xx:
  - <https://www.sonarqube.org/downloads/>
- Sonar can be installed in different ways:
  - As a standalone application
  - Windows Service
- For starting sonar server use -StartSonar.bat
- For stopping sonar server use – StopSonar.bat
- Once sonar is started, the sonar dash board can be accessed by giving the following link in the browser  
<http://localhost:9000/>

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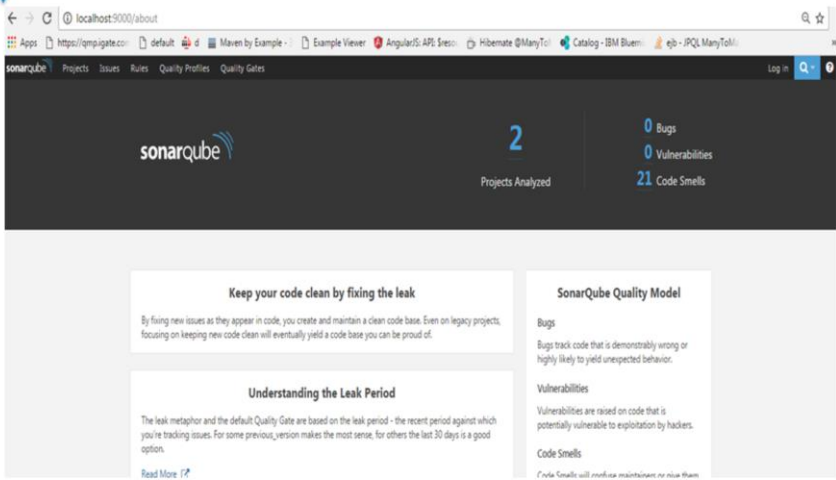
Add the notes here.

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4.1: introduction of Sonar

# Sonar Installation



The screenshot displays the SonarQube web interface. At the top, the title '4.1: introduction of Sonar' and 'Sonar Installation' are visible. Below the title, a navigation bar includes links for 'sonarqube', 'Projects', 'Issues', 'Rules', 'Quality Profiles', and 'Quality Gates'. The main content area shows a dark header with the SonarQube logo and a large blue number '2' indicating 'Projects Analyzed'. To the right, a summary of issues is shown: '0 Bugs', '0 Vulnerabilities', and '21 Code Smells'. Below this, there are three informational boxes: 'Keep your code clean by fixing the leak', 'Understanding the Leak Period', and 'SonarQube Quality Model'. The 'SonarQube Quality Model' box lists 'Bugs', 'Vulnerabilities', and 'Code Smells' with brief descriptions. The footer of the interface includes the Capgemini logo and the text 'Copyright © Capgemini 2016. All Rights Reserved'.

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4.2: Analyzing Java code with Sonar

## Analyzing Java with Sonar

- Integrating Java program with SonarQube
  - Create a Java Project
  - Add description of your project in sonar-scanner-x.xx->conf ->sonar-scanner.Properties
    - sonar.projectKey=JavaProject
    - sonar.projectName=JavaProject
    - sonar.projectVersion=1.0
    - sonar.sources=C:/DevOps/Training/JavaProject/src/com/cg/sonardemo
  - Run Sonar server by using command **StartSonar.bat**
  - Go to project folder & run command **sonar-scanner.bat**
  - Open <http://localhost:9000/> & we can see code is analyzing



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4.2: Analyzing Java code with Sonar

Analyzing Java with Sonar

First Project run on http://localhost:9000

localhost:9000/about

sonarqube

Projects Issues Rules Quality Profiles Quality Gates

Log in

1

Projects Analyzed

0 Bugs

0 Vulnerabilities

11 Code Smells

Works on localhost port 9000

Keep your code clean by fixing the leak

By fixing new issues as they appear in code, you create and maintain a clean code base. Even on legacy projects, focusing on keeping new code clean will eventually yield a code base you can be proud of.

Understanding the Leak Period

The leak metaphor and the default Quality Gate are based on the leak period - the recent period against which you're tracking issues. For some previous\_version makes the most sense, for others the last 30 days is a good option.

SonarQube Quality Model

Bugs

Bugs track code that is demonstrably wrong or highly likely to yield unexpected behavior.

Vulnerabilities

Vulnerabilities are raised on code that is potentially vulnerable to exploitation by hackers.

Code Smells

Project Analyzed is One

Code have Analysis problem

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**Instructor Notes:**

Give Demo example

4.2: Analyzing Java code with Sonar

## Analyzing Java with Sonar

- Select code smell after log in ,you will get all kind of major and minor problems

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Each issue has one of five severities:

**BLOCKER**

Bug with a high probability to impact the behavior of the application in production: memory leak, unclosed JDBC connection, .... The code **MUST** be immediately fixed.

**CRITICAL**

Either a bug with a low probability to impact the behavior of the application in production or an issue which represents a security flaw: empty catch block, SQL injection, ... The code **MUST** be immediately reviewed.

**MAJOR**

Quality flaw which can highly impact the developer productivity: uncovered piece of code, duplicated blocks, unused parameters, ...

**MINOR**

Quality flaw which can slightly impact the developer productivity: lines should not be too long, "switch" statements should have at least 3 cases, ...

**INFO**

Neither a bug nor a quality flaw, just a finding.

**Technical Review**

Confirm, False Positive, Won't Fix, Change Severity, and Resolve fall into this category, which presumes an initial review of an issue to verify its validity. Assume it's time to review the technical debt added in the last review period - whether that's a day, a week, or an entire sprint. You go through each new issue and do one:

**Confirm** - By confirming an issue, you're basically saying "Yep, that's a problem." Doing so moves it out of "Open" status to "Confirmed".

**False Positive** - Looking at the issue in context, you realize that for whatever reason, this issue isn't actually an **issue**, erm... "problem." It's not actually a problem. So you mark it False Positive and move on. Requires Administer Issues permission on the project.

**Won't Fix** - Looking at the issue in context, you realize that while it's a valid issue it's not one that actually needs fixing. In other words, it represents accepted technical debt. So you mark it Won't Fix and move on. Requires Administer Issues permission on the project.

**Change Severity** - This is the middle ground between the first two options. Yes, it's a problem, but it's not as bad a problem as the rule's default severity makes it out to be. Or perhaps it's actually far worse. Either way, you adjust the severity of the issue to bring it in line with what you feel it deserves. The marker in the drilldown will change to show the new severity immediately, but the change won't be reflected in your issue counts until after the next analysis. Requires Administer Issues permission on the project.

**Resolve** - If you think you've fixed an open issue, you can Resolve it. If you're right, the next analysis will move it to closed status. If you're wrong, its status will go to re-opened.

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**Type:** Bug, Vulnerability or Code Smell rules

**Tag:** it is possible to add tags to rules in order to classify them and to help discover them more easily.

**Repository:** the engine that contributes rules to SonarQube.

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**Status:** rules can have 3 different statuses:

**Beta:** The rule has been recently implemented and we haven't gotten enough feedback from users yet, so there may be false positives or false negatives.

**Deprecated:** The rule should no longer be used because a similar, but more powerful and accurate rule exists.

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Extending rule descriptions is useful to let users know how your organization is using a particular rule for instance or to give more insight on a rule.

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4.3: Integrating Jenkins with Sonar

Sonar Jenkins Integration

- Download SonarQube Plugin in Jenkins
- Go to Manage Jenkins->Configure System->Go to SonarQube servers-> check on Enable injection of SonarQube->add Server name & server URL

SonarQube servers

Environment variables

☒ Enable injection of SonarQube server configuration as build environment variables  
If checked, job administrators will be able to inject a SonarQube server configuration as environment variables in the build.

SonarQube installations

Name

SonarQube

Server URL

http://localhost:9000

Default is http://localhost:9000

Server version

5.3 or higher

Configuration fields depend on the SonarQube server version.

Server authentication token

SonarQube authentication token. Mandatory when anonymous access is disabled.

SonarQube account login

SonarQube account used to perform analysis. Mandatory when anonymous access is disabled. No longer used since SonarQube 5.3.

SonarQube account password

SonarQube account used to perform analysis. Mandatory when anonymous access is disabled. No longer used since SonarQube 5.3.

Save

Apply

Advanced...

Delete SonarQube

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4.4: Analyzing Maven code ,Jenkin with Sonar

## Sonar,Maven,Git & Jenkins Integration

- Create New item->Enter item name->Select Maven Project->Ok
- Give Git Repository link, in build environment check prepare sonarqube scanner environment
- Give path of pom.xml of your project & then select post build action as sonarqube analysis with maven
- Then apply & Build now
- We can see in console output build success and failure
- Analyze in SonarQube



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**Instructor Notes:**

Give Demo example

4.4: Analyzing Maven code ,Jenkin with Sonar

## Sonar,Maven,Git & Jenkins Integration

Build Environment

☒ Prepare SonarQube Scanner environment

Pre Steps

Add pre-build step ▾

Pre Steps

Build

Root POM

DemoOne/pom.xml

Goals and options

clean package

Advanced...

Post Steps

☐ Run only if build succeeds
☐ Run only if build succeeds or is unstable
☒ Run regardless of build result

Should the post-build steps run only for successful builds, etc.

Add post-build step ▾

Build Settings

Save

Apply



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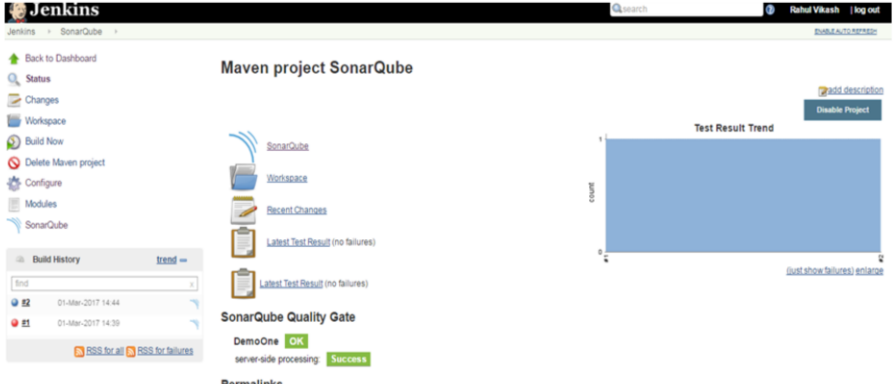
**Instructor Notes:**

Give Demo example

4.4: Analyzing Maven code ,Jenkin with Sonar

## Sonar,Maven,Git & Jenkins Integration

- After successful completion, sonarqube analysis can be checked.
- Click on sonarqube or Open <http://localhost:9000/> & code analyzing is seen.



The screenshot shows the Jenkins web interface for a project named 'Maven project SonarQube'. The left sidebar contains navigation links: Back to Dashboard, Status, Changes, Workspace, Build Now, Delete Maven project, Configure, Modules, and SonarQube. The main content area displays the SonarQube analysis results, including a 'Test Result Trend' graph, 'SonarQube Quality Gate' status (DemoOne: OK), and 'Permalinks' for the latest test results. The bottom of the page features the Capgemini logo and copyright information.

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Give Demo example

4.4: Analyzing Maven code ,Jenkin with Sonar

## Sonar,Maven,Git & Jenkins Integration

■ Clicking on SonarQube & analyzing the code

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To see the details of a rule, either click on it, or use the right arrow key. Along with basic rule data, you'll also be able to see which, if any, profiles it's active in and how many open issues have been raised with it.

The 2 following actions are available only if you have the right permissions ("Administer Quality Profiles and Gates"):

**Add/Remove Tags:**

It is possible to add existing tags on a rule, or to create new ones (just enter a new name while typing in the text field).

Note that some rules have built-in tags that you cannot remove - they are provided by the plugins which contribute the rules.

**Extend Description:**

Extending rule descriptions is useful to let users know how your organization is using a particular rule for instance or to give more insight on a rule.

Note that the extension will be available to non-admin users as a normal part of the rule details.

**Instructor Notes:**

Give Demo example

4.4: Analyzing Maven code ,Jenkin with Sonar

## Sonar,Maven,Git & Jenkins Integration

■ Open <http://localhost:9000/>

sonarqube

2 Projects Analyzed

0 Bugs  
0 Vulnerabilities  
21 Code Smells

**Keep your code clean by fixing the leak**

By fixing new issues as they appear in code, you create and maintain a clean code base. Even on legacy projects, focusing on keeping new code clean will eventually yield a code base you can be proud of.

**Understanding the Leak Period**

The leak metaphor and the default Quality Gate are based on the leak period - the recent period against which you're tracking issues. For some previous, version makes the most sense, for others the last 30 days is a good option.

[Read More](#)

**SonarQube Quality Model**

**Bugs**  
Bugs track code that is demonstrably wrong or highly likely to yield unexpected behavior.

**Vulnerabilities**  
Vulnerabilities are raised on code that is potentially vulnerable to exploitation by hackers.

**Code Smells**  
Code Smells will confuse maintainers or give them pause. They are measured primarily in terms of the time they will take to fix.

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Click on the top "Rules" menu item to enter the world of rules. By default, you will see all the available rules, with the ability to narrow the selection based on search criteria in the left pane:

**Language:** the language to which a rule applies.

**Type:** Bug, Vulnerability or Code Smell rules

**Tag:** it is possible to add tags to rules in order to classify them and to help discover them more easily.

**Repository:** the engine that contributes rules to SonarQube.

**Default Severity:** the original severity of the rule - as defined by the plugin that contributes this rule.

**Status:** rules can have 3 different statuses:

**Beta:** The rule has been recently implemented and we haven't gotten enough feedback from users yet, so there may be false positives or false negatives.

**Deprecated:** The rule should no longer be used because a similar, but more powerful and accurate rule exists.

**Ready:** The rule is ready to be used in production.

**Available Since:** date when a rule was first added on the SonarQube instance. This is useful to list all the new rules since the last upgrade of a plugin for instance.

**Template:** display rule templates that allow to create custom rules (see later on this page).

**Quality Profile:** inclusion in or exclusion from a specific profile

To see the details of a rule, either click on it, or use the right arrow key. Along with basic rule data, you'll also be able to see which, if any, profiles it's active in and how many open issues have been raised with it.

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Note that the extension will be available to non-admin users as a normal part of the rule details.


## Instructor Notes:

Add instructor notes here.

# Demo

- Analyze Java code with Sonar
- Jenkins Maven Git integration & analyzing with sonar





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Add the notes here.

## Instructor Notes:

Add instructor notes here.

# Lab

- Lab 03



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Add the notes here.

**Instructor Notes:**

Add instructor notes here.

## Summary

- Sonar is an open source platform used by development teams to manage source code quality. Sonar has been developed with a main objective in mind: make code quality management accessible to everyone with minimal effort.
- Working with code analyzing tool with Maven Jenkins, Git



Add the notes here.



**Instructor Notes:**

Q1.All of above.

Q2. Sonarqube

Q3StartSonar.bat

## Review Question

- SonarQube platform is made of components, choose the correct one
  - Database
  - plugins
  - Server
  - All of above
- \_\_\_\_\_ plugin needs to be downloaded for Jenkins and sonar integration.
- \_\_\_\_\_ command is used to run Sonar software.

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Add the notes here.