



**agent
not provided**

go:Sonar way

py:Sonar way

2024-06-17

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1. agent

报告提供了项目指标的概要，显示了与项目质量相关的最重要的指标。如果需要获取更详细的信息，请[登陆网站](#)进一步查询。

报告的项目为agent，生成时间为2024-06-17，使用的质量配置为 go:Sonar way py:Sonar way，共计 159条规则。


1.1. 概述

编码问题

Bug	可靠性修复工作	
0	0min	
漏洞	安全修复工作	
0	0min	
坏味道	技术债务	
90	1d1h37min	
90	开启问题	90
问题	重开问题	0
	确认问题	0
	误判问题	0
	不修复的问题	0
	已解决的问题	401
	已删除的问题	0
	阻断	0
	严重	67
	主要	18
	次要	5
	提示	0

静态分析

项目规模

	agent	Sonar Report
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17877	行数	23275
代码行数	方法	785
	类	107
	文件	72
	目录	N/A
	重复行(%)	6.1

复杂度

2324	文件	32.3
复杂度		

注释(%)

13.4	注释行数	2768
注释(%)		

1.2. 问题分析

违反最多的规则TOP10		
Cognitive Complexity of functions should not be too high	32	
String literals should not be duplicated	24	
Functions should not be empty	9	
Function names should comply with a naming convention	8	
Nested blocks of code should not be left empty	5	
Sections of code should not be commented out	4	
Function and method names should comply with a naming convention	3	
String literals should not be duplicated	2	
Functions should not have too many parameters	1	
Jump statements should not be redundant	1	

违规最多的文件TOP5	
code_clean.py	16
ip_test.go	11
router.go	10
echo_fs_test.go	9
binder.go	5

复杂度最高的文件TOP5	
binder.go	322
router.go	162
router_test.go	146
echo_test.go	138
echo.go	116


重复行最多的文件TOP5	
router_test.go	587
ip_test.go	300
echo_fs_test.go	101
cors_test.go	96
echo_test.go	55

1.3. 问题详情

规则	Cognitive Complexity of functions should not be too high	
规则描述	Cognitive Complexity is a measure of how hard the control flow of a function is to understand. Functions with high Cognitive Complexity will be difficult to maintain. See Cognitive Complexity	
文件名称	违规行	
agent:bind.go	67, 135	
agent:binder.go	560, 788, 1041	
agent:echo_test.go	943, 1493	
basic_auth.go	57	
compress.go	72	
cors.go	136	
cors_test.go	16	
csrf.go	96	

csrf_test.go	17
decompress.go	52
extractor.go	98
extractor_test.go	36
jwt.go	169
jwt_test.go	91
key_auth.go	95
logger.go	95
proxy.go	280
rate_limiter.go	111
recover.go	70
request_logger.go	251
secure.go	97
slash.go	84
static.go	141
agent:router.go	159, 214, 258, 542
agent:router_test.go	2716

规则	String literals should not be duplicated
规则描述	<p>Duplicated string literals make the process of refactoring error-prone, since you must be sure to update all occurrences. On the other hand, constants can be referenced from many places, but only need to be updated in a single place.</p> <p>Noncompliant Code Example</p> <p>With the default threshold of 3:</p> <pre>func run() { prepare("This should be a constant") // Noncompliant; 'This should ...' is duplicated 3 times execute("This should be a constant") release("This should be a constant") }</pre> <p>Compliant Solution</p> <pre>const ACTION = "This should be a constant" func run() { prepare(ACTION) execute(ACTION) release(ACTION) }</pre> <p>Exceptions</p> <p>To prevent generating some false-positives, literals having 5 or less characters are excluded as well as literals containing only letters, digits and '.'.</p>
文件名称	违规行

	agent	Sonar Report
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agent:binder.go	227, 1113
agent:echo_fs_test.go	30, 50, 55, 63, 64, 66, 101, 105, 199
agent:ip_test.go	40, 42, 100, 101, 339, 376, 378, 380, 386, 398, 407
agent:router_test.go	381, 960


规则	Functions should not be empty	
规则描述	<p>There are several reasons for a method not to have a method body:</p> <ul style="list-style-type: none"> It is an unintentional omission, and should be fixed to prevent an unexpected behavior in production. It is not yet, or never will be, supported. In this case an exception should be thrown. The method is an intentionally-blank override. In this case a nested comment should explain the reason for the blank override. <p>Noncompliant Code Example</p> <pre>func doNothing() { // Noncompliant }</pre> <p>Compliant Solution</p> <pre>func doNothing() { // Do nothing because of X and Y. }</pre>	
文件名称	违规行	
agent:context_test.go	360	
body_dump_test.go	66, 84	
key_auth_test.go	94, 121, 231	
middleware_test.go	104, 120	
agent:response_test.go	66	

规则	Function names should comply with a naming convention
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规则描述	<p>Shared coding conventions allow teams to collaborate efficiently. This rule checks that all function names match a provided regular expression.</p> <p>Noncompliant Code Example</p> <p>With the default provided regular expression: <code>^[a-z_][a-z0-9_]*\$</code></p> <pre>def MyFunction(a,b): ...</pre> <p>Compliant Solution</p> <pre>def my_function(a,b): ...</pre>	
文件名称	违规行	
agent:code_clean.py	194, 228, 256, 271, 290, 302, 322, 329	

规则	Nested blocks of code should not be left empty	
规则描述	<p>Most of the time a block of code is empty when a piece of code is really missing. So such empty block must be either filled or removed.</p> <p>Noncompliant Code Example</p> <pre>func compute(a int, b int) { sum := a + b if sum > 0 { } // Noncompliant; empty on purpose or missing piece of code? fmt.Println("Result:", sum) }</pre> <p>Compliant Solution</p> <pre>func compute(a int, b int) { sum := a + b if sum > 0 { fmt.Println("Positive result") } fmt.Println("Result:", sum) }</pre> <p>Exceptions</p> <p>When a block contains a comment, this block is not considered to be empty. for without init and post statements with empty blocks are ignored as well.</p>	
文件名称	违规行	
agent:router.go	172, 235, 281, 613, 675	

规则	Sections of code should not be commented out
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	agent	Sonar Report
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规则描述	Programmers should not comment out code as it bloats programs and reduces readability. Unused code should be deleted and can be retrieved from source control history if required.
文件名称	违规行
agent:code_clean.py	29, 42, 219, 285

规则	Function and method names should comply with a naming convention	
规则描述	<p>Shared naming conventions allow teams to collaborate efficiently. This rule checks that all function names match a provided regular expression.</p> <p>Noncompliant Code Example</p> <p>With default provided regular expression: <code>^(_ [a-zA-Z0-9]+)\$</code> :</p> <pre>func execute_all() { ... }</pre> <p>Compliant Solution</p> <pre>func executeAll() { ... }</pre>	
文件名称		违规行
agent:context_test.go		805
logger_test.go		202, 238

规则	String literals should not be duplicated
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规则描述	<p>Duplicated string literals make the process of refactoring error-prone, since you must be sure to update all occurrences. On the other hand, constants can be referenced from many places, but only need to be updated in a single place.</p> <p>Noncompliant Code Example</p> <p>With the default threshold of 3:</p> <pre>def run(): prepare("this is a duplicate") # Noncompliant - "this is a duplicate" is duplicated 3 times execute("this is a duplicate") release("this is a duplicate")</pre> <p>Compliant Solution</p> <pre>ACTION_1 = "action1" def run(): prepare(ACTION_1) execute(ACTION_1) release(ACTION_1)</pre> <p>Exceptions</p> <p>No issue will be raised on:</p> <ul style="list-style-type: none"> duplicated string in decorators strings with less than 5 characters strings with only letters, numbers and underscores <pre>@app.route("/api/users/", methods=['GET', 'POST', 'PUT']) def users(): pass @app.route("/api/projects/", methods=['GET', 'POST', 'PUT']) # Compliant def projects(): pass</pre>
文件名称	违规行
agent:code_clean.py	33, 210

规则	Functions should not have too many parameters
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规则描述	<p>A long parameter list can indicate that a new structure should be created to wrap the numerous parameters or that the function is doing too many things.</p> <p>Noncompliant Code Example</p> <p>With a maximum number of 4 parameters:</p> <pre>func foo(p1 int, p2 int, p3 int, p4 int, p5 int) { // Noncompliant // ... }</pre> <p>Compliant Solution</p> <pre>func foo(p1 int, p2 int, p3 int, p4 int) { // ... }</pre>	
文件名称	违规行	
agent:router.go	398	

规则	Unused local variables should be removed	
规则描述	<p>If a local variable is declared but not used, it is dead code and should be removed. Doing so will improve maintainability because developers will not wonder what the variable is used for.</p> <p>Noncompliant Code Example</p> <pre>def hello(name): message = "Hello " + name # Noncompliant print(name) for i in range(10): foo()</pre> <p>Compliant Solution</p> <pre>def hello(name): message = "Hello " + name print(message) for _ in range(10): foo()</pre> <p>Exceptions</p> <p>as well as tuples will not raise an issue for this rule. The following examples are compliant:</p> <pre>for _ in range(10): do_something() username, login, password = auth do_something_else(username, login)</pre>	
文件名称	违规行	
agent:code_clean.py	196	

规则	Jump statements should not be redundant	
规则描述	<p>Jump statements, such as return , break and continue let you change the default flow of program execution, but jump statements that direct the control flow to the original direction are just a waste of keystrokes.</p> <p>Noncompliant Code Example</p> <pre>def redundant_jump(x): if x == 1: print(True) return # NonCompliant</pre> <p>Compliant Solution</p> <pre>def redundant_jump(x): if x == 1: print(True)</pre> <p>Exceptions</p> <p>No issue is raised if the jump statement is the only statement of a statement suite:</p> <pre>def my_function(x): if x > 5: do_something() elif x == 0: return # ok even it could be changed to "pass" else: do_something_else()</pre> <p>No issue is raised for return None because this was certainly done on purpose to be explicit that a function is really returning None .</p>	
文件名称	agent:code_clean.py	违规行
		346

1.4. 质量配置

质量配置	go:Sonar way Bug:6 坏味道:17	
规则	类型	违规级别
Variables should not be self-assigned	Bug	主要
Identical expressions should not be used on both sides of a binary operator	Bug	主要
All code should be reachable	Bug	主要
Related "if/else if" statements should not have the same condition	Bug	主要
"=+" should not be used instead of "+="	Bug	主要
All branches in a conditional structure should not have exactly the same implementation	Bug	主要


Cognitive Complexity of functions should not be too high	坏味道	严重
String literals should not be duplicated	坏味道	严重
Functions should not be empty	坏味道	严重
Redundant pairs of parentheses should be removed	坏味道	主要
Track uses of "FIXME" tags	坏味道	主要
Two branches in a conditional structure should not have exactly the same implementation	坏味道	主要
Functions should not have identical implementations	坏味道	主要
Track parsing failures	坏味道	主要
"switch" statements should not have too many "case" clauses	坏味道	主要
Functions should not have too many parameters	坏味道	主要
Nested blocks of code should not be left empty	坏味道	主要
Multi-line comments should not be empty	坏味道	次要
Boolean checks should not be inverted	坏味道	次要
Boolean literals should not be redundant	坏味道	次要
Function and method names should comply with a naming convention	坏味道	次要
Local variable and function parameter names should comply with a naming convention	坏味道	次要
Track uses of "TODO" tags	坏味道	提示

质量配置	py:Sonar way Bug:41 漏洞:13 坏味道:61	
规则	类型	违规级别
Recursion should not be infinite	Bug	阻断
Instance and class methods should have at least one positional parameter	Bug	阻断
Boolean expressions of exceptions should not be used in "except" statements	Bug	阻断
Special methods should have an expected number of parameters	Bug	阻断
Property getter, setter and deleter methods should have the expected number of parameters	Bug	阻断
Variables, classes and functions should be defined before being used	Bug	阻断
Operators should be used on compatible types	Bug	阻断
" __init__ " should not return a value	Bug	阻断
Only strings should be listed in " __all__ "	Bug	阻断
Silly equality checks should not be made	Bug	阻断
Identity operators should not be used with dissimilar types	Bug	阻断
String formatting should not lead to runtime errors	Bug	阻断

Caught Exceptions must derive from BaseException	Bug	阻断
The "open" builtin function should be called with a valid mode	Bug	阻断
Function arguments should be passed only once	Bug	阻断
"yield" and "return" should not be used outside functions	Bug	阻断
Calls should not be made to non-callable values	Bug	阻断
Raised Exceptions must derive from BaseException	Bug	阻断
Iterable unpacking, "for-in" loops and "yield from" should use an Iterable object	Bug	阻断
Item operations should be done on objects supporting them	Bug	阻断
Only defined names should be listed in "__all__"	Bug	阻断
The number and name of arguments passed to a function should match its parameters	Bug	阻断
Break, continue and return statements should not occur in "finally" blocks	Bug	严重
Exceptions' "__cause__" should be either an Exception or None	Bug	严重
"break" and "continue" should not be used outside a loop	Bug	严重
Variables should not be self-assigned	Bug	主要
Non-empty statements should change control flow or have at least one side-effect	Bug	主要
Increment and decrement operators should not be used	Bug	主要
"=+" should not be used instead of "+="	Bug	主要
Loops with at most one iteration should be refactored	Bug	主要
Return values from functions without side effects should not be ignored	Bug	主要
New objects should not be created only to check their identity	Bug	主要
All code should be reachable	Bug	主要
Identical expressions should not be used on both sides of a binary operator	Bug	主要
Related "if/else if" statements should not have the same condition	Bug	主要
All branches in a conditional structure should not have exactly the same implementation	Bug	主要
Collection content should not be replaced unconditionally	Bug	主要
Exceptions should not be created without being raised	Bug	主要
All "except" blocks should be able to catch exceptions	Bug	主要
Collection sizes and array length comparisons should make sense	Bug	主要

Function parameters initial values should not be ignored	Bug	次要
A secure password should be used when connecting to a database	漏洞	阻断
XML parsers should not be vulnerable to XXE attacks	漏洞	阻断
Cipher Block Chaining IV's should be unpredictable	漏洞	严重
Insecure temporary file creation methods should not be used	漏洞	严重
Hashes should include an unpredictable salt	漏洞	严重
JWT should be signed and verified	漏洞	严重
Cipher algorithms should be robust	漏洞	严重
Encryption algorithms should be used with secure mode and padding scheme	漏洞	严重
Weak SSL/TLS protocols should not be used	漏洞	严重
Cryptographic key generation should be based on strong parameters	漏洞	严重
Server certificates should be verified during SSL/TLS connections	漏洞	严重
LDAP connections should be authenticated	漏洞	严重
Server hostnames should be verified during SSL/TLS connections	漏洞	严重
Backticks should not be used	坏味道	阻断
The "exec" statement should not be used	坏味道	阻断
Functions returns should not be invariant	坏味道	阻断
Methods and field names should not differ only by capitalization	坏味道	阻断
Unread "private" attributes should be removed	坏味道	严重
Method overrides should not change contracts	坏味道	严重
Bare "raise" statements should only be used in "except" blocks	坏味道	严重
Cognitive Complexity of functions should not be too high	坏味道	严重
Some special methods should return "NotImplemented" instead of raising "NotImplementedError"	坏味道	严重
Constants should not be used as conditions	坏味道	严重
Wildcard imports should not be used	坏味道	严重
Function parameters' default values should not be modified or assigned	坏味道	严重
String literals should not be duplicated	坏味道	严重
"self" should be the first argument to instance methods	坏味道	严重
Comparison to None should not be constant	坏味道	严重
Arguments given to functions should be of an expected type	坏味道	严重
The first argument to class methods should follow the naming convention	坏味道	严重
Functions and methods should not be empty	坏味道	严重

Bare "raise" statements should not be used in "finally" blocks	坏味道	严重
Custom Exception classes should inherit from "Exception" or one of its subclasses	坏味道	严重
"SystemExit" should be re-raised	坏味道	严重
Track uses of "FIXME" tags	坏味道	主要
"Exception" and "BaseException" should not be raised	坏味道	主要
Functions, methods and lambdas should not have too many parameters	坏味道	主要
Nested blocks of code should not be left empty	坏味道	主要
Type checks shouldn't be confusing	坏味道	主要
Unused class-private methods should be removed	坏味道	主要
Function names should comply with a naming convention	坏味道	主要
A field should not duplicate the name of its containing class	坏味道	主要
Implicit string and byte concatenations should not be confusing	坏味道	主要
Redundant pairs of parentheses should be removed	坏味道	主要
Two branches in a conditional structure should not have exactly the same implementation	坏味道	主要
Identity comparisons should not be used with cached typed	坏味道	主要
The "print" statement should not be used	坏味道	主要
Functions and lambdas should not reference variables defined in enclosing loops	坏味道	主要
"<>" should not be used to test inequality	坏味道	主要
Unused scope-limited definitions should be removed	坏味道	主要
Conditional expressions should not be nested	坏味道	主要
Unused assignments should be removed	坏味道	主要
Values assigned to variables should match their type annotations	坏味道	主要
Collapsible "if" statements should be merged	坏味道	主要
Loops without "break" should not have "else" clauses	坏味道	主要
Special method "__exit__" should not re-raise the provided exception	坏味道	主要
Expressions creating dictionaries should not have duplicate keys	坏味道	主要
Expressions creating sets should not have duplicate values	坏味道	主要
String formatting should be used correctly	坏味道	主要
Functions and methods should not have identical implementations	坏味道	主要
Sections of code should not be commented out	坏味道	主要
Unused private nested classes should be removed	坏味道	主要

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Function return types should be consistent with their type hint	坏味道	主要
Builtins should not be shadowed by local variables	坏味道	主要
Field names should comply with a naming convention	坏味道	次要
Local variable and function parameter names should comply with a naming convention	坏味道	次要
A subclass should not be in the same "except" statement as a parent class	坏味道	次要
Walrus operator should not make code confusing	坏味道	次要
Class names should comply with a naming convention	坏味道	次要
Method names should comply with a naming convention	坏味道	次要
"except" clauses should do more than raise the same issue	坏味道	次要
Unused local variables should be removed	坏味道	次要
"pass" should not be used needlessly	坏味道	次要
Jump statements should not be redundant	坏味道	次要