



**manager
not provided**

css:Sonar way

js:Sonar way

2022-04-17

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1. manager

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manager，生成时间为2022-04-17，使用的质量配置为 css:Sonar way js:Sonar way，共计 113条规则。

1.1. 概述

编码问题

| | |
|-----|---------|
| Bug | 可靠性修复工作 |
| 1 | 10min |


| | |
|----|--------|
| 漏洞 | 安全修复工作 |
| 0 | 0min |

| | |
|-----|------|
| 坏味道 | 技术债务 |
| 0 | 0min |

| | | |
|----|--------|---|
| 1 | 开启问题 | 1 |
| 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 | 0 |
| | 已删除的问题 | 0 |
| | 阻断 | 0 |
| | 严重 | 0 |
| | 主要 | 1 |
| | 次要 | 0 |
| | 提示 | 0 |

静态分析

项目规模

| | | |
|--|---------|--------------|
|  | manager | Sonar Report |
|--|---------|--------------|

14824
代码行数

行数
方法
类
文件
目录
重复行(%)

18873
284
0
202
27
2.3

复杂度

403
复杂度

文件

9.8

注释(%)

3.6
注释(%)

注释行数

555

1.2. 问题分析

| 违反最多的规则TOP10 | |
|--|---|
| Properties of variables with "null" or "undefined" values should not be accessed | 1 |

| 违规最多的文件TOP5 | |
|-----------------|---|
| CommentPage.vue | 1 |

| 复杂度最高的文件TOP5 | |
|------------------|----|
| index.js | 30 |
| index.js | 29 |
| SongPage.vue | 28 |
| SongListPage.vue | 27 |
| SingerPage.vue | 26 |

| 重复行最多的文件TOP5 | |
|------------------|-----|
| area.js | 101 |
| SingerGender.vue | 78 |
| UserGender.vue | 78 |
| index.js | 40 |
| InfoPage.vue | 28 |

1.3. 问题详情

| | | |
|------|---|-----|
| 规则 | Properties of variables with "null" or "undefined" values should not be accessed | |
| 规则描述 | <p>When a variable is assigned an undefined or null value, it has no properties. Trying to access properties of such a variable anyway results in a <code>TypeError</code>, causing abrupt termination of the script if the error is not caught in a <code>catch</code> block. But instead of <code>catch</code>-ing this condition, it is best to avoid it altogether.</p> <p>Noncompliant Code Example</p> <pre>if (x === undefined) { console.log(x.length); // Noncompliant; TypeError will be thrown }</pre> <p>See</p> <ul style="list-style-type: none"> MITRE, CWE-476 - NULL Pointer Dereference CERT, EXP34-C. - Do not dereference null pointers CERT, EXP01-J. - Do not use a null in a case where an object is required | |
| 文件名称 | CommentPage.vue | 违规行 |
| | | 148 |

1.4. 质量配置

| 质量配置 | css:Sonar way Bug:15 坏味道:9 | |
|--|----------------------------|------|
| 规则 | 类型 | 违规级别 |
| CSS properties should be valid | Bug | 阻断 |
| Single line comment syntax should not be used | Bug | 阻断 |
| "calc" operands should be correctly spaced | Bug | 阻断 |
| Units should be valid | Bug | 阻断 |
| Color definitions should be valid | Bug | 阻断 |
| Shorthand properties that override related longhand properties should be avoided | Bug | 严重 |
| "linear-gradient" directions should be valid | Bug | 严重 |
| Selectors should be known | Bug | 严重 |
| "!important" should not be used on "keyframes" | Bug | 主要 |

| | | |
|--|-----|----|
| Properties should not be duplicated | Bug | 主要 |
| Media features should be valid | Bug | 主要 |
| "at-rules" should be valid | Bug | 主要 |
| Pseudo-class selectors should be valid | Bug | 主要 |
| Font declarations should contain at least one generic font family | Bug | 主要 |
| Pseudo-element selectors should be valid | Bug | 主要 |
| Selectors of lower specificity should come before overriding selectors of higher specificity | 坏味道 | 严重 |
| Selectors should not be duplicated | 坏味道 | 主要 |
| CSS files should not be empty | 坏味道 | 主要 |
| Strings should not contain new lines | 坏味道 | 主要 |
| Duplicated font names should be removed | 坏味道 | 主要 |
| Empty blocks should be removed | 坏味道 | 主要 |
| Multi-line comments should not be empty | 坏味道 | 次要 |
| Duplicate imports should be removed | 坏味道 | 次要 |
| Extra semicolons should be removed | 坏味道 | 次要 |

| 质量配置 | js:Sonar way Bug:41 漏洞:5 坏味道:43 | |
|--|---------------------------------|------|
| 规则 | 类型 | 违规级别 |
| Callbacks of array methods should have return statements | Bug | 阻断 |
| Loops should not be infinite | Bug | 阻断 |
| "yield" expressions should not be used outside generators | Bug | 阻断 |
| "in" should not be used with primitive types | Bug | 严重 |
| Function calls should not pass extra arguments | Bug | 严重 |
| "Symbol" should not be used as a constructor | Bug | 严重 |
| Results of "in" and "instanceof" should be negated rather than operands | Bug | 严重 |
| "super()" should be invoked appropriately | Bug | 严重 |
| Destructuring patterns should not be empty | Bug | 主要 |
| Conditionally executed blocks should be reachable | Bug | 主要 |
| Jump statements should not occur in "finally" blocks | Bug | 主要 |
| Property names should not be duplicated within a class or object literal | Bug | 主要 |
| "NaN" should not be used in comparisons | Bug | 主要 |
| Return values from functions without side effects should not be ignored | Bug | 主要 |
| Generators should "yield" something | Bug | 主要 |
| Function argument names should be unique | Bug | 主要 |
| Related "if/else if" statements and "cases" in a "switch" 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 |
| The output of functions that don't return anything should not be used | Bug | 主要 |
| Values should not be uselessly incremented | Bug | 主要 |
| Special identifiers should not be bound or assigned | Bug | 主要 |
| Jump statements should not be followed by dead code | Bug | 主要 |
| Properties of variables with "null" or "undefined" values should not be accessed | Bug | 主要 |
| A "for" loop update clause should move the counter in the right direction | Bug | 主要 |
| 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 |
| Calls should not be made to non-callable values | Bug | 主要 |
| Non-existent operators '+=', '-=' and '!=' should not be used | Bug | 主要 |
| "new" operators should be used with functions | Bug | 主要 |
| Identical expressions should not be used on both sides of a binary operator | Bug | 主要 |
| Array-mutating methods should not be used misleadingly | Bug | 主要 |
| Strict equality operators should not be used with dissimilar types | Bug | 主要 |
| Setters should not return values | Bug | 主要 |
| Comma and logical OR operators should not be used in switch cases | Bug | 主要 |
| Bitwise operators should not be used in boolean contexts | Bug | 主要 |
| Collection elements should not be replaced unconditionally | Bug | 主要 |
| Attempts should not be made to update "const" variables | Bug | 主要 |
| Errors should not be created without being thrown | Bug | 主要 |
| Collection sizes and array length comparisons should make sense | Bug | 主要 |
| "delete" should be used only with object properties | Bug | 次要 |
| "with" statements should not be used | Bug | 次要 |
| Cross-document messaging domains should be carefully restricted | 漏洞 | 严重 |
| Code should not be dynamically injected and executed | 漏洞 | 严重 |
| Function constructors should not be used | 漏洞 | 严重 |
| Debugger statements should not be used | 漏洞 | 次要 |
| "alert(...)" should not be used | 漏洞 | 次要 |
| Octal values should not be used | 坏味道 | 阻断 |

| | | |
|---|-----|----|
| Variables should be declared explicitly | 坏味道 | 阻断 |
| "future reserved words" should not be used as identifiers | 坏味道 | 阻断 |
| "switch" statements should not contain non-case labels | 坏味道 | 阻断 |
| Function returns should not be invariant | 坏味道 | 阻断 |
| Switch cases should end with an unconditional "break" statement | 坏味道 | 阻断 |
| Conditionals should start on new lines | 坏味道 | 严重 |
| A conditionally executed single line should be denoted by indentation | 坏味道 | 严重 |
| Equality operators should not be used in "for" loop termination conditions | 坏味道 | 严重 |
| Boolean expressions should not be gratuitous | 坏味道 | 主要 |
| Redundant pairs of parentheses should be removed | 坏味道 | 主要 |
| Functions should not be called both with and without "new" | 坏味道 | 主要 |
| Comma operator should not be used | 坏味道 | 主要 |
| Labels should not be used | 坏味道 | 主要 |
| Multiline blocks should be enclosed in curly braces | 坏味道 | 主要 |
| "switch" statements should not have too many "case" clauses | 坏味道 | 主要 |
| "indexOf" checks should not be for positive numbers | 坏味道 | 主要 |
| Arguments to built-in functions should match documented types | 坏味道 | 主要 |
| Nested blocks of code should not be left empty | 坏味道 | 主要 |
| Dead stores should be removed | 坏味道 | 主要 |
| Array indexes should be numeric | 坏味道 | 主要 |
| Variables and functions should not be redeclared | 坏味道 | 主要 |
| "delete" should not be used on arrays | 坏味道 | 主要 |
| Function parameters with default values should be last | 坏味道 | 主要 |
| Jump statements should not be used unconditionally | 坏味道 | 主要 |
| Two branches in a conditional structure should not have exactly the same implementation | 坏味道 | 主要 |
| Assignments should not be redundant | 坏味道 | 主要 |
| Functions should not be defined inside loops | 坏味道 | 主要 |
| Collection and array contents should be used | 坏味道 | 主要 |
| Default export names and file names should match | 坏味道 | 次要 |
| Boolean checks should not be inverted | 坏味道 | 次要 |
| A "while" loop should be used instead of a "for" loop | 坏味道 | 次要 |
| Function call arguments should not start on new lines | 坏味道 | 次要 |
| Extra semicolons should be removed | 坏味道 | 次要 |

| | | |
|--|-----|----|
| Return of boolean expressions should not be wrapped into an "if-then-else" statement | 坏味道 | 次要 |
| Unnecessary imports should be removed | 坏味道 | 次要 |
| Wrapper objects should not be used for primitive types | 坏味道 | 次要 |
| Unary operators "+" and "-" should not be used with objects | 坏味道 | 次要 |
| Multiline string literals should not be used | 坏味道 | 次要 |
| "switch" statements should have at least 3 "case" clauses | 坏味道 | 次要 |
| The global "this" object should not be used | 坏味道 | 次要 |
| "catch" clauses should do more than rethrow | 坏味道 | 次要 |
| Unused local variables and functions should be removed | 坏味道 | 次要 |