# sonar

## client
## not provided

# 目录

# 1. client

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client，生成时间为2022-04-17，使用的质量配置为 css:Sonar way js:Sonar way php:Sonar way ts:Sonar way，共计 254条规则。

## 1.1. 概述

## 编码问题

**Bug**

**1**

**可靠性修复工作**

**1min**

**漏洞**

**0**

**安全修复工作**

**0min**

**坏味道**

**15**

**技术债务**

**54min**

**16**
问题

| | |
|---|---|
| 开启问题 | 16 |
| 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 | 8 |
| 主要 | 2 |
| 次要 | 6 |
| 提示 | 0 |

## 静态分析

项目规模

| 26946 代码行数 | 行数 | 36694 |
| --- | --- | --- |
| | 方法 | 135 |
| | 类 | 2 |
| | 文件 | 412 |
| | 目录 | 30 |
| | 重复行(%) | 0.5 |

复杂度

| 198 复杂度 | 文件 | 3.8 |
| --- | --- | --- |

注释(%)

| 7.3 注释(%) | 注释行数 | 2110 |
| --- | --- | --- |

## 1.2. 问题分析

| 违反最多的规则TOP10 | |
| --- | --- |
| Unnecessary imports should be removed | 6 |
| Control structures should use curly braces | 6 |
| Selectors of lower specificity should come before overriding selectors of higher specificity | 2 |
| Functions should not contain too many return statements | 1 |
| Pseudo-class selectors should be valid | 1 |

| 违规最多的文件TOP5 | |
| --- | --- |
| flatted.php | 7 |
| Container.vue | 6 |
| play-list.scss | 2 |
| comment.scss | 1 |

| 复杂度最高的文件TOP5 | |
|---|---|
| flatted.php | 35 |
| song.ts | 35 |
| mixin.ts | 32 |
| request.ts | 24 |
| index.ts | 23 |

| 重复行最多的文件TOP5 | |
|---|---|
| area.ts | 136 |
| index.ts | 36 |

## 1.3. 问题详情

| 规则 | Unnecessary imports should be removed |
|---|---|
| 规则描述 | There's no reason to import modules you don't use; and every reason not to: doing so needlessly increases the load.<br>Finally, importing a module twice is pointless and confusing.<br>Noncompliant Code Example<br><br>import A from 'a';　// Noncompliant, A isn't used<br>import { B1 } from 'b';<br><br>console.log("My first JavaScript...");<br><br>import { B1 } from 'b'; // Noncompliant, already imported<br><br>console.log(B1);<br><br>Compliant Solution<br><br>import { B1 } from 'b';<br><br>console.log("My first JavaScript...");<br><br>console.log(B1); |

| 文件名称 | 违规行 |
|---|---|
| Container.vue | 13, 14, 15, 16, 17, 18 |

| 规则 | Control structures should use curly braces |
|---|---|

3

| 规则描述 | While not technically incorrect, the omission of curly braces can be misleading, and may lead to the introduction of errors during maintenance.<br> Noncompliant Code Example<br><br>if (condition)  // Noncompliant<br>  executeSomething();<br><br> Compliant Solution<br><br>if (condition) {<br>  executeSomething();<br>}<br><br> See<br><br>    MISRA C:2004, 14.8 - The statement forming the body of a switch, while, do ... while or for statement shall be a compound statement<br>    MISRA C:2004, 14.9 - An if (expression) construct shall be followed by a compound statement. The else keyword shall be followed by either a<br>  compound statement, or another if statement<br>    MISRA C++:2008, 6-3-1 - The statement forming the body of a switch, while, do ... while or for statement shall be a compound statement<br>    MISRA C++:2008, 6-4-1 - An if (condition) construct shall be followed by a compound statement. The else keyword shall be followed by either a<br>  compound statement, or another if statement<br>    MISRA C:2012, 15.6 - The body of an iteration-statement or a selection-statement shall be a compound-statement<br>     CERT, EXP19-C.  - Use braces for the body of an if, for, or while statement<br><br>     CERT, EXP52-J.  - Use braces for the body of an if, for, or while statement |
|---|---|

| 文件名称 | 违规行 |
|---|---|
| flatted.php | 41, 43, 79, 87, 96, 132 |

| 规则 | Selectors of lower specificity should come before overriding selectors of higher specificity |
|---|---|

| 规则描述 | Order of instructions in CSS is important: instructions with equal specificity that occur later in the file take the priority. But when a selector<br>with a higher specificity (e.g.  p a { color: green;} ) comes before the selector it overrides (e.g.:  a { color: green;} ), the<br>priority is given to the first one. Even if it works properly, this is harder to anticipate the behaviour of the stylesheet while reading as it goes<br>against the principle that the last instruction takes the priority.<br> Noncompliant Code Example<br><br>p a {<br>  color: green;<br>}<br><br>a {<br>  color: blue;<br>}<br><br> Compliant Solution<br><br>a {<br>  color: blue;<br>}<br><br>p a {<br>  color: green;<br>} |
|---|---|
| 文件名称 | 违规行 |
| play-list.scss | 39, 69 |

| 规则 | Functions should not contain too many return statements |
|---|---|
| 规则描述 | Having too many return statements in a function increases the function's essential complexity because the flow of execution is broken each time a<br>return statement is encountered. This makes it harder to read and understand the logic of the function.<br> Noncompliant Code Example<br> With the default threshold of 3:<br><br>function myFunction(){ // Noncompliant as there are 4 return statements<br>  if (condition1) {<br>    return true;<br>  } else {<br>    if (condition2) {<br>      return false;<br>    } else {<br>      return true;<br>    }<br>  }<br>  return false;<br>} |
| 文件名称 | 违规行 |

| flatted.php | 139 |
|---|---|

| 规则 | Pseudo-class selectors should be valid |
|---|---|
| 规则描述 | The W3C specifications define the valid pseudo-class selectors. Only the official and browser-specific pseudo-class selectors should be used to get<br>the expected impact in the final rendering.<br> Noncompliant Code Example<br><br>a:hoverr { /* Noncompliant; there is a typo on the word "hover" */<br>...<br>}<br><br> Compliant Solution<br><br>a:hover {<br>...<br>} |

| 文件名称 | 违规行 |
|---|---|
| comment.scss | 79 |

## 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 |

| 质量配置 | php:Sonar way    Bug:19    漏洞:9    坏味道:53 | |
| --- | --- | --- |
| 规则 | 类型 | 违规级别 |
| "$this" should not be used in a static context | Bug | 阻断 |
| Function argument names should be unique | 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 |
| Useless "if(true) {...}" and "if(false){...}" blocks should be removed | Bug | 主要 |
| "=+" should not be used instead of "+=" | Bug | 主要 |
| Return values from functions without side effects should not be ignored | Bug | 主要 |
| Jump statements should not be followed by dead code | Bug | 主要 |
| Identical expressions should not be used on both sides of a binary operator | Bug | 主要 |
| Short-circuit logic should be used to prevent null pointer dereferences in conditionals | 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 |
| Variables should be initialized before use | Bug | 主要 |
| Values should not be uselessly incremented | Bug | 主要 |
| Exception should not be created without being thrown | Bug | 主要 |
| Array or Countable object count comparisons should make sense | Bug | 主要 |
| Objects should not be created to be dropped immediately without being used | Bug | 主要 |
| A "for" loop update clause should move the counter in the right direction | Bug | 主要 |
| Credentials should not be hard-coded | 漏洞 | 阻断 |
| Databases should be password-protected | 漏洞 | 阻断 |
| Neither DES (Data Encryption Standard) nor DESede (3DES) should be used | 漏洞 | 阻断 |
| Cryptographic keys should not be too short | 漏洞 | 阻断 |
| Code should not be dynamically injected and executed | 漏洞 | 严重 |
| Cryptographic RSA algorithms should always incorporate OAEP (Optimal Asymmetric Encryption Padding) | 漏洞 | 严重 |

| | | |
|---|---|---|
| LDAP connections should be authenticated | 漏洞 | 严重 |
| Weak SSL protocols should not be used | 漏洞 | 主要 |
| "sleep" should not be called | 漏洞 | 次要 |
| Variable variables should not be used | 坏味道 | 阻断 |
| "default" clauses should be first or last | 坏味道 | 严重 |
| Control structures should use curly braces | 坏味道 | 严重 |
| Constant names should comply with a naming convention | 坏味道 | 严重 |
| Cognitive Complexity of functions should not be too high | 坏味道 | 严重 |
| References should not be passed to function calls | 坏味道 | 严重 |
| Parentheses should not be used for calls to "echo" | 坏味道 | 严重 |
| String literals should not be duplicated | 坏味道 | 严重 |
| Conditionals should start on new lines | 坏味道 | 严重 |
| Functions should not be nested too deeply | 坏味道 | 严重 |
| A conditionally executed single line should be denoted by indentation | 坏味道 | 严重 |
| "switch" statements should have "default" clauses | 坏味道 | 严重 |
| Track uses of "FIXME" tags | 坏味道 | 主要 |
| Generic exceptions ErrorException, RuntimeException and Exception should not be thrown | 坏味道 | 主要 |
| "goto" statement should not be used | 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 |
| Unused "private" methods should be removed | 坏味道 | 主要 |
| Functions should not contain too many return statements | 坏味道 | 主要 |
| Method arguments with default values should be last | 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 |
| Multiline blocks should be enclosed in curly braces | 坏味道 | 主要 |
| Local variables should not have the same name as class fields | 坏味道 | 主要 |
| "switch" statements should not have too many "case" clauses | 坏味道 | 主要 |
| Ternary operators should not be nested | 坏味道 | 主要 |
| Unused function parameters should be removed | 坏味道 | 主要 |
| Unused "private" fields should be removed | 坏味道 | 主要 |
| Collapsible "if" statements should be merged | 坏味道 | 主要 |
| Methods should not have identical implementations | 坏味道 | 主要 |
| Sections of code should not be commented out | 坏味道 | 主要 |
| "for" loop stop conditions should be invariant | 坏味道 | 主要 |

| | | |
|---|---|---|
| PHP 4 constructor declarations should not be used | 坏味道 | 主要 |
| "__construct" functions should not make PHP 4-style calls to parent constructors | 坏味道 | 主要 |
| Classes should not have too many methods | 坏味道 | 主要 |
| Deprecated predefined variables should not be used | 坏味道 | 主要 |
| Functions should not have too many lines of code | 坏味道 | 主要 |
| Source files should not have any duplicated blocks | 坏味道 | 主要 |
| "switch" statements should have at least 3 "case" clauses | 坏味道 | 次要 |
| A "while" loop should be used instead of a "for" loop | 坏味道 | 次要 |
| Interface names should comply with a naming convention | 坏味道 | 次要 |
| URIs should not be hardcoded | 坏味道 | 次要 |
| Empty statements 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 |
| Local variables should not be declared and then immediately returned or thrown | 坏味道 | 次要 |
| Boolean literals should not be redundant | 坏味道 | 次要 |
| Class names should comply with a naming convention | 坏味道 | 次要 |
| "catch" clauses should do more than rethrow | 坏味道 | 次要 |
| Unused local variables should be removed | 坏味道 | 次要 |
| A close curly brace should be located at the beginning of a line | 坏味道 | 次要 |
| Overriding methods should do more than simply call the same method in the super class | 坏味道 | 次要 |
| "&&" and "\|\|" should be used | 坏味道 | 次要 |
| Track uses of "TODO" tags | 坏味道 | 提示 |

| 质量配置 | ts:Sonar way   Bug:24   漏洞:3   坏味道:27 | |
|---|---|---|
| 规则 | 类型 | 违规级别 |
| Types without members, 'any' and 'never' should not be used in type intersections | Bug | 严重 |
| "in" should not be used on arrays | Bug | 严重 |
| "super()" should only be invoked once | Bug | 严重 |
| Getters and setters should access the expected fields | Bug | 严重 |
| Destructuring patterns should not be empty | Bug | 主要 |
| Variables should not be self-assigned | Bug | 主要 |
| Constructors should not be declared inside interfaces | Bug | 主要 |

| | | |
|---|---|---|
| Non-empty statements should change control flow or have at least one side-effect | Bug | 主要 |
| Jump statements should not occur in "finally" blocks | Bug | 主要 |
| Non-existent operators '=+', '=-' and '=!' should not be used | Bug | 主要 |
| "NaN" should not be used in comparisons | 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 |
| 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 |
| 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 |
| Logical OR should not be used in switch cases | Bug | 主要 |
| Errors should not be created without being thrown | Bug | 主要 |
| Collection elements should not be replaced unconditionally | Bug | 主要 |
| Collection sizes and array length comparisons should make sense | Bug | 主要 |
| Function parameters, caught exceptions and foreach variables' initial values should not be ignored | Bug | 次要 |
| Credentials should not be hard-coded | 漏洞 | 阻断 |
| Code should not be dynamically injected and executed | 漏洞 | 严重 |
| Debugger statements should not be used | 漏洞 | 次要 |
| Variables should be declared before they are used | 坏味道 | 阻断 |
| Function returns should not be invariant | 坏味道 | 阻断 |
| "default" clauses should be last | 坏味道 | 严重 |
| "await" should only be used with promises | 坏味道 | 严重 |
| Union and intersection types should not be defined with duplicated elements | 坏味道 | 严重 |
| Conditionals should start on new lines | 坏味道 | 严重 |
| Conditions should not always evaluate to 'true' or to 'false' | 坏味道 | 主要 |
| Nested blocks of code should not be left empty | 坏味道 | 主要 |
| "delete" should not be used on arrays | 坏味道 | 主要 |
| Comma operator should not be used | 坏味道 | 主要 |

| | | |
|---|---|---|
| "undefined" should not be passed as the value of optional parameters | 坏味道 | 主要 |
| Two branches in a conditional structure should not have exactly the same implementation | 坏味道 | 主要 |
| Redundant pairs of parentheses should be removed | 坏味道 | 主要 |
| Multiline blocks should be enclosed in curly braces | 坏味道 | 主要 |
| Dead stores should be removed | 坏味道 | 主要 |
| Functions should not have identical implementations | 坏味道 | 主要 |
| Sparse arrays should not be declared | 坏味道 | 主要 |
| Variables should not be redeclared | 坏味道 | 主要 |
| Collection and array contents should be used | 坏味道 | 主要 |
| Wrapper objects should not be used for primitive types | 坏味道 | 次要 |
| "switch" statements should have at least 3 "case" clauses | 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 |
| Multiline string literals should not be used | 坏味道 | 次要 |
| Extra semicolons should be removed | 坏味道 | 次要 |
| Boolean literals should not be redundant | 坏味道 | 次要 |
| Redundant casts and not-null assertions should be avoided | 坏味道 | 次要 |