

Experiment 8

1. Download Sonar Scanner: Access the SonarQube documentation and download the SonarQube scanner CLI from this link:


<https://docs.sonarsource.com/sonarqube/latest/analyzing-source-code/scanners/sonarscanner/>

SonarScanner CLI

SonarScanner	Issue Tracker	Show more ▾
6.2		2024-09-17
Support PKCS12 truststore generated with OpenSSL		
Download scanner for: Linux x64 Linux AArch64 Windows x64 macOS x64 macOS AArch64 Docker		
Any (Requires a pre-installed JVM)		
Release notes		

The SonarScanner CLI is the scanner to use when there is no specific scanner for your build system.

The SonarScanner does not yet officially support ARM architecture. Still, early adopters reported it is working fine. If you encounter problems, don't hesitate to share your experience with us on the [SonarQube](#) or [SonarCloud](#) Community Forum but keep in mind that there is no support at this time.

 The SonarScanners run on code that is checked out. See [Verifying the code checkout step of your build](#).

Configuring your project

Create a configuration file in your project's root directory called `sonar-project.properties`.

```
# must be unique in a given SonarQube instance
sonar.projectKey=my:project

# --- optional properties ---
```

2. Docker Run docker -v command.g Use this command to check if docker is installed and running on your system.

```
C:\Users\2022k>docker -v
Docker version 27.1.1, build 6312585
```

3. Install SonarQube image Command: `docker pull sonarqube` This command helps you to install an image of SonarQube that can be used on the local system without actually installing the SonarQube installer.

```
C:\Users\2022k>docker pull sonarqube
Using default tag: latest
latest: Pulling from library/sonarqube
Digest: sha256:72e9feec71242af83faf65f95a40d5e3bb2822a6c3b2cda8568790f3d31aecde
Status: Image is up to date for sonarqube:latest
docker.io/library/sonarqube:latest

What's next:
  View a summary of image vulnerabilities and recommendations → docker scout quickview sonarqube

C:\Users\2022k>
```

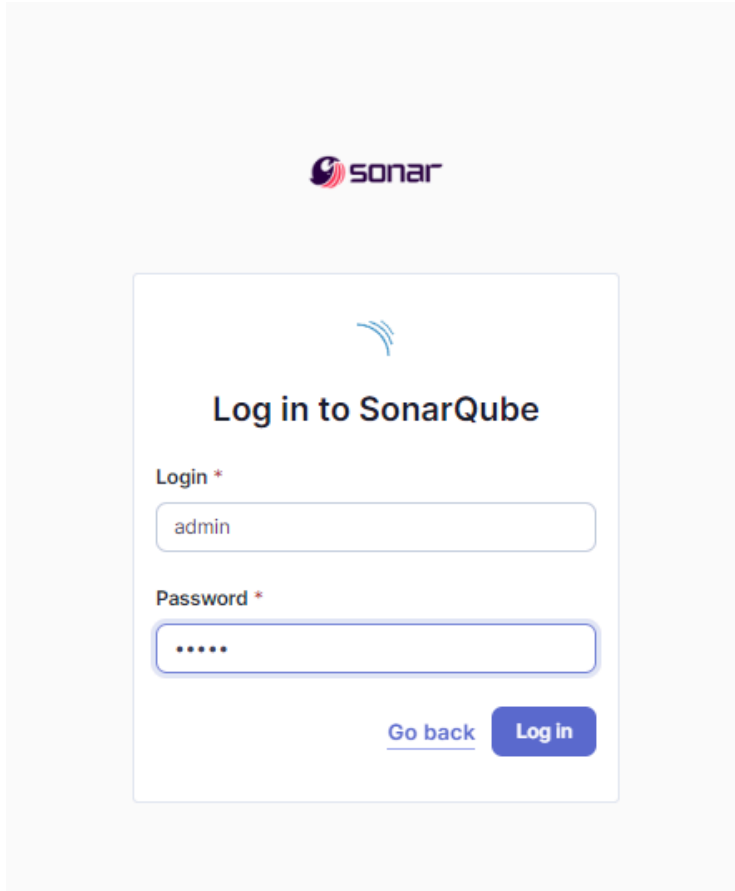
4. Keep Jenkins installed on your system. Experiment Steps: Step 1: Run SonarQube image `docker run -d --name sonarqube -e SONAR_ES_BOOTSTRAP_CHECKS_DISABLE=true -p 9000:9000 sonarqube:latest` This command will run the SonarQube image that was just installed using Docker.

```
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

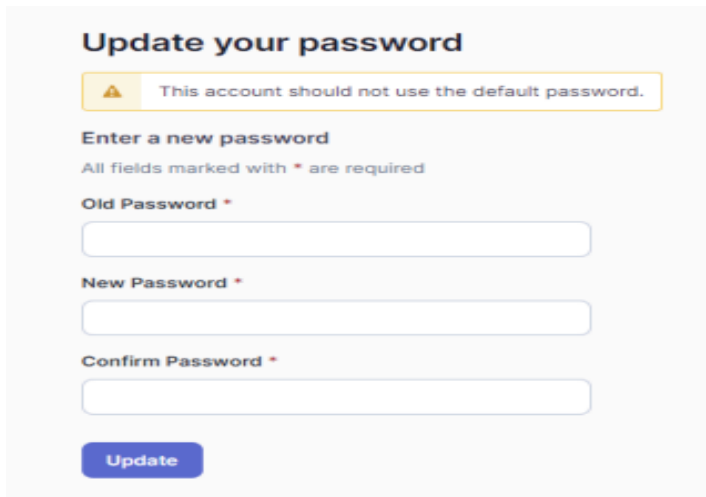
PS C:\Users\2022k> docker run -d --name sonarqube -e SONAR_ES_BOOTSTRAP_CHECKS_DISABLE=true -p 9000:9000 sonarqube:latest
Unable to find image 'sonarqube:latest' locally
latest: Pulling from library/sonarqube
7478e0ac0f23: Already exists
90a925ab929a: Already exists
7d9a34308537: Already exists
80338217a4ab: Already exists
1a5fd5c7e184: Already exists
7b87d6fa783d: Pull complete
bd819c9b5ead: Pull complete
4f4fb700ef54: Pull complete
Digest: sha256:72e9feec71242af83faf65f95a40d5e3bb2822a6c3b2cda8568790f3d31aecde
Status: Image is up to date for sonarqube:latest
6d247c43e5980146f4e62fe0c2a278fa537f94ff932607c5fa7975aa5009e472
PS C:\Users\2022k>
```

5. Once the SonarQube image is started, you can go to <http://localhost:9000> to find the SonarQube that has started. Update this password later on.



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

6. On this interface, login with username = 'admin' and password = 'admin'. Once logged in successfully, SonarQube will ask you to reset this password. Reset it and remember this password.



The image shows the "Update your password" page. At the top is the title "Update your password". Below it is a yellow warning box with a triangle icon and the text "This account should not use the default password.". Underneath is the heading "Enter a new password" followed by the text "All fields marked with * are required". There are three input fields: "Old Password *" (empty), "New Password *" (empty), and "Confirm Password *" (empty). At the bottom left is a blue "Update" button.

7. On the SonarQube dashboard, click Create a Local Project. Provide a project name and a unique project key.

1 of 2

Create a local project

Project display name *

 ✓

Project key *

 ✓

Main branch name *

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

8. Set up the project as required and click on create.

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.

9. Go to manage jenkins → Search for Sonarqube Scanner for Jenkins and install it.



10. Now, go to Manage Jenkins → System. Under Sonarqube servers, add a server. Add server authentication token if needed.

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

☒ Environment variables

SonarQube installations
List of SonarQube installations

Name

sonarqube

Server URL

Default is http://localhost:9000

Server authentication token

SonarQube authentication token. Mandatory when anonymous access is disabled.

- none -

+ Add +

Advanced ▾

11. Go to Manage Jenkins → Tools. Go to SonarQube scanner, choose the latest configuration and choose install automatically.

SonarQube Scanner installations

SonarQube Scanner installations ^ Edited

Add SonarQube Scanner

SonarQube Scanner

Name

sonarqube

☒ Install automatically ?

Install from Maven Central

Version

SonarQube Scanner 6.2.0.4584

Add Installer ▾

Add SonarQube Scanner

12. Create a new pipeline item in Jenkins

Jenkins

Search (CTRL+K)

Dashboard > All > New Item

New Item

Enter an item name

sonarqube1

Select an item type

- Freestyle project**
Classic, general-purpose job type that checks out from up to one SCM, executes build steps serially, followed by post-build steps like archiving artifacts and sending email notifications.
- Pipeline**
Orchestrates long-running activities that can span multiple build agents. Suitable for building pipelines (formerly known as workflows) and/or organizing complex activities that do not easily fit in free-style job type.
- Multi-configuration project**
Suitable for projects that need a large number of different configurations, such as testing on multiple environments, platform-specific builds, etc.
- Folder**
Creates a container that stores nested items in it. Useful for grouping things together. Unlike view, which is just a filter, a folder creates a separate namespace, so you can have multiple things of the same name as long as they are in different folders.
- Multibranch Pipeline**
Creates a set of Pipeline projects according to detected branches in one SCM repository.
- Organization Folder**
Creates a set of multibranch project subfolders by scanning for repositories.

If you want to create a new item from other existing, you can use this option:

Copy from

Type to autocomplete

OK

In the pipeline script section, add the following script.

```
node {
  stage('Cloning the GitHub Repo') {
    git 'https://github.com/shazforiot/GOL.git'
  }
  stage('SonarQube analysis') {
    withSonarQubeEnv('sonarqube1') {
      bat """
"C:\Users\2022k\Downloads\sonar-scanner-cli-6.2.0.4584-windows-x64\sonar-scanner-6.2.0.
4584-windows-x64\bin\sonar-scanner.bat" ^
-Dsonar.login=squ_7792c8c036611941a4a2db8deeeb2e578883b109 ^
-Dsonar.projectKey=sonarqube1 ^
-Dsonar.exclusions=vendor/**,resources/**,**/*.java ^
-Dsonar.host.url=http://localhost:9000/
      """
    }
  }
}
```

Pipeline

Definition

Pipeline script

Script ?

```
1 - node {
2 - stage('Cloning the GitHub Repo') {
3 -   git 'https://github.com/shazforiot/GOL.git'
4 - }
5 - stage('SonarQube analysis') {
6 -   withSonarQubeEnv('sonarqube lab') {
7 -     bat """
8 -     "C:\Program Files\sonar-scanner-cli-6.2.0.4584-windows-x64\bin\sonar-scanner.bat" ^
9 -     -D sonar.login=admin ^
10 -    -D sonar.password=komal ^
11 -    -D sonar.projectKey=sonarqube1 ^
12 -    -D sonar.exclusions=vendor/**/*.resources/**/*.java ^
13 -    -D sonar.host.url=http://localhost:9000/
14 -    """
15 -   }
16 - }
17 }
```

☒ Use Groovy Sandbox ?


[Pipeline Syntax](#)

Go back to Jenkins, select the job you just created, and click Build Now to run the pipeline.


Dashboard > sonarqube1 > #10


 Status

 Build #10 (27 Sept 2024, 14:57:59)


 Changes

 Console Output

 Edit Build Information

 Delete build '#10'


 Timings

 Git Build Data

 Pipeline Overview

 Pipeline Console

 Replay

 Pipeline Steps

 Workspaces

 Previous Build

 Next Build



Started by user [komal sabale](#)



This run spent:












- 9 ms waiting;
- 12 min build duration;
- 12 min total from scheduled to completion.






Revision: [ba799ba7e1b576f04a4612322b0412c5e6e1e5e4](#)

Repository: <https://github.com/shazforiot/GOL.git>

- refs/remotes/origin/master

Step	Arguments	Status
Start of Pipeline - (12 min in block)		
node - (12 min in block)		
node block - (12 min in block)		
stage - (31 sec in block)	Cloning the GitHub Repo	
stage block (Cloning the GitHub Repo) - (3 sec in block)		
git - (3 sec in self)	https://github.com/shazforist/GOL-git	
stage - (12 min in block)	SonarQube analysis	
stage block (SonarQube analysis) - (12 min in block)		
withSonarQubeEnv - (12 min in block)	sonarqube1	
withSonarQubeEnv block - (12 min in block)		
bat - (12 min in self)	"C:\Users\2021\Downloads\sonar-scanner-5-6.2.0.4584-windows-x64\sonar-scanner-5.2.0.4584-windows-x64\bin\sonar-scanner.bat" ^ -Dsonar.login=sqr_7792c8c036619141a42b8d8ee62e57883b109 ^ -Dsonar.projectKey=sonarqube1 ^ -Dsonar.exclusions=vendor/**/*.resources/**/*.java ^ -Dsonar.host.url=http://localhost:9000/	

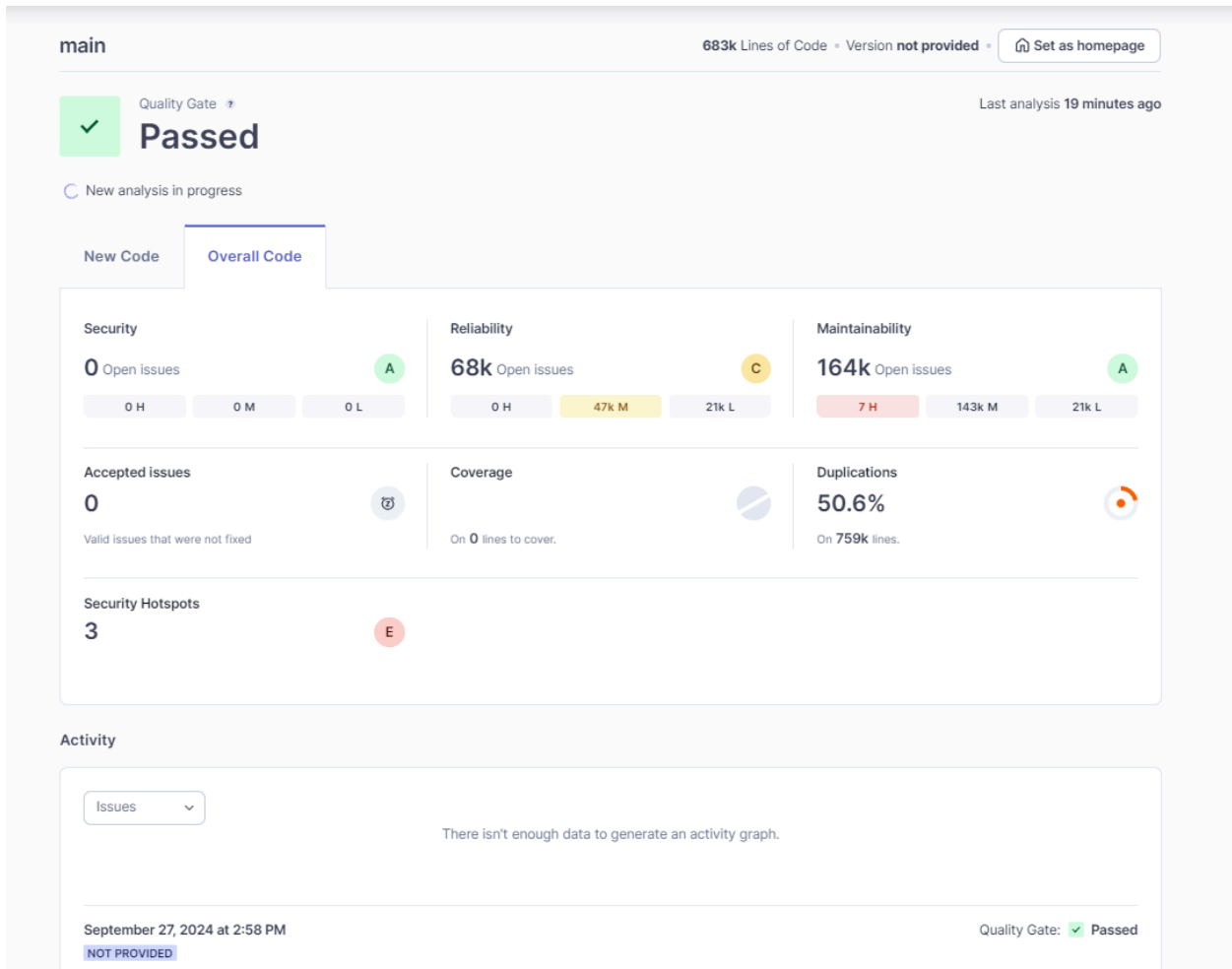
Step	Arguments	Status
Start of Pipeline - (12 min in block)		
node - (12 min in block)		
node block - (12 min in block)		
stage - (31 sec in block)	Cloning the GitHub Repo	
stage block (Cloning the GitHub Repo) - (3 sec in block)		
git - (3 sec in self)	https://github.com/shazforist/GOL-git	
stage - (12 min in block)	SonarQube analysis	
stage block (SonarQube analysis) - (12 min in block)		
withSonarQubeEnv - (12 min in block)	sonarqube1	
withSonarQubeEnv block - (12 min in block)		
bat - (12 min in self)	"C:\Users\2021\Downloads\sonar-scanner-5-6.2.0.4584-windows-x64\sonar-scanner-5.2.0.4584-windows-x64\bin\sonar-scanner.bat" ^ -Dsonar.login=sqr_7792c8c036619141a42b8d8ee62e57883b109 ^ -Dsonar.projectKey=sonarqube1 ^ -Dsonar.exclusions=vendor/**/*.resources/**/*.java ^ -Dsonar.host.url=http://localhost:9000/	

```
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/utill/accesslog/TCLogParser.html for block at line 591. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/utill/accesslog/TCLogParser.html for block at line 440. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/utill/accesslog/TCLogParser.html for block at line 1440. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/utill/accesslog/TCLogParser.html for block at line 41. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/utill/accesslog/TCLogParser.html for block at line 74. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/utill/accesslog/TCLogParser.html for block at line 74. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 286. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 198. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 17. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 200. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 202. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 32. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 40. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 65. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 41. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 17. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 282. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 237. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/threads/TestCompiler.html for block at line 248. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/threads/TestCompiler.html for block at line 477. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/threads/TestCompiler.html for block at line 236. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/threads/TestCompiler.html for block at line 237. keep only the first 100 references.

15:07:59.511 INFO Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/sampler/HTTPSamplerBase.html for block at line 41. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/sampler/HTTPSamplerBase.html for block at line 75. keep only the first 100 references.
15:07:59.511 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/sampler/HTTPSamplerBase.html for block at line 17. keep only the first 100 references.
15:07:59.512 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/sampler/HTTPSamplerBase.html for block at line 567. keep only the first 100 references.
15:07:59.512 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/sampler/HTTPSamplerBase.html for block at line 567. keep only the first 100 references.
15:07:59.512 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/sampler/HTTPSamplerBase.html for block at line 4757. keep only the first 100 references.
15:07:59.512 WARN Too many duplication references on file gameOfLife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/sampler/HTTPSamplerBase.html for block at line 75. keep only the first 100 references.
15:07:59.512 INFO CPD Executor CPD calculation finished (done) | time=140474ms
15:07:59.537 INFO SCM revision ID 'ba7990a7e1b57ef04a4612322b0412c5e6e1e5e4'
15:10:10.772 INFO Analysis report generated in 3770ms, dir size=127.2 MB
15:10:26.472 INFO Analysis report compressed in 15687ms, zip size=29.6 MB
15:10:27.330 INFO Analysis report uploaded in 857ms
15:10:27.333 INFO ANALYSIS SUCCESSFUL, you can find the results at: http://localhost:9000/dashboard?id=sonarqube1
15:10:27.333 INFO Note that you will be able to access the updated dashboard once the server has processed the submitted analysis report
15:10:27.333 INFO More about the report processing at http://localhost:9000/api/ce/task?id=6757661d-ad45-46aa-9d72-b5b1abb849d1
15:10:40.421 INFO Analysis total time: 12:25.109 s
15:10:40.424 INFO SonarScanner Engine completed successfully
15:10:41.159 INFO EXECUTION SUCCESS
15:10:41.160 INFO Total time: 12:35.416s

[Pipeline] }
[Pipeline] // withSonarQubeEnv
[Pipeline] }
[Pipeline] // stage
[Pipeline] }
[Pipeline] // node
[Pipeline] End of Pipeline
Finished: SUCCESS
```


Once the build is complete, return to SonarQube to view the analysis of your project. Check for bugs, code smells, duplications, and other metrics related to the quality of your code.



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

CODE PROBLEMS

Security Review

Coverage

Duplications

Size

Complexity

Issues

New Code

Open Issues

Accepted Issues

Overall Code

Open Issues

Confirmed Issues

Accepted Issues

False Positive Issues

New Open Issues

gameoflife-acceptance-tests

gameoflife-build

gameoflife-core

gameoflife-deploy

gameoflife-web

pom.xml

6 of 6 shown

used for evaluation purposes only
It will not support upgrading to newer versions of SonarQube, and there is no support for migrating your data out of it into a different database engine

CONSISTENCY

MeasuresCodeActivity

Filters

Clean Code Attribute

Consistency

Intentionality

Adaptability

Responsibility

Software Quality

Security

Reliability

Maintainability

Severity

High

Medium

Low

Type

Bug

Vulnerability

Code Smell

Scope

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

Insert a <DOCTYPE> declaration to before this <html> tag.

Reliability

Open

Not assigned

L1 • 5min effort • 4 years ago • @ Bug • Major

Remove this deprecated "width" attribute.

Maintainability

Open

Not assigned

L9 • 5min effort • 4 years ago • @ Code Smell • Major

Remove this deprecated "align" attribute.

Maintainability

Open

Not assigned

L11 • 5min effort • 4 years ago • @ Code Smell • Major

Remove this deprecated "align" attribute.

Maintainability

Open

Not assigned

L12 • 5min effort • 4 years ago • @ Code Smell • Major

Remove this deprecated "size" attribute.

Maintainability

Open

Not assigned

L17 • 5min effort • 4 years ago • @ Code Smell • Major

Remove this deprecated "cellpadding" attribute.

Maintainability

Open

Not assigned

INTENTIONALITY

Hotspots Measures Code Activity

Filters

Issues in new code

Clean Code Attribute

Consistency	197k
Intentionality	14k
Adaptability	0
Responsibility	0

Software Quality

Security	0
Reliability	68k
Maintainability	164k

Severity

High	7
Medium	189k
Low	21k

Type

Bug	47k
Vulnerability	0
Code Smell	164k

Scope

gameoflife-acceptance-tests/Dockerfile

☐ Bulk Change

Select issues: Navigate to issue: 210,549 issues 3135d effort

☐ Use a specific version tag for the image. **Intentionality**

Maintainability ☐ Open ☐ Not assigned ☐ L1 = 5min effort + 4 years ago + @ Code Smell + @ Major

☐ Surround this variable with double quotes; otherwise, it can lead to unexpected behavior. **Intentionality**

Maintainability ☐ Open ☐ Not assigned ☐ L12 = 5min effort + 4 years ago + @ Code Smell + @ Major

☐ Surround this variable with double quotes; otherwise, it can lead to unexpected behavior. **Intentionality**

Maintainability ☐ Open ☐ Not assigned ☐ L12 = 5min effort + 4 years ago + @ Code Smell + @ Major

☐ Surround this variable with double quotes; otherwise, it can lead to unexpected behavior. **Intentionality**

Maintainability ☐ Open ☐ Not assigned ☐ L13 = 5min effort + 4 years ago + @ Code Smell + @ Major

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

☐ Insert a <DOCTYPE> declaration to before this <html> tag. **Consistency**

Reliability ☐ Open ☐ Not assigned ☐ user-experience

BUG

sonarqube Projects Issues Rules Quality Profiles Quality Gates Administration More

sonarqube1 main

Overview Issues Security Hotspots Measures Code Activity

Clean Code Attribute

Consistency	197k
Intentionality	14k
Adaptability	0
Responsibility	0

Software Quality

Security	0
Reliability	68k
Maintainability	164k

Severity

High	7
Medium	189k
Low	21k

Type

Bug	47k
Vulnerability	0
Code Smell	164k

Scope

Status

Security Category

Creation Date

gameoflife-acceptance-tests/Dockerfile

☐ Bulk Change

Select issues: Navigate to issue: 210,549 issues 3135d effort

☐ Use a specific version tag for the image. **Intentionality**

Maintainability ☐ Open ☐ Not assigned ☐ L1 = 5min effort + 4 years ago + @ Code Smell + @ Major

☐ Surround this variable with double quotes; otherwise, it can lead to unexpected behavior. **Intentionality**

Maintainability ☐ Open ☐ Not assigned ☐ L12 = 5min effort + 4 years ago + @ Code Smell + @ Major

☐ Surround this variable with double quotes; otherwise, it can lead to unexpected behavior. **Intentionality**

Maintainability ☐ Open ☐ Not assigned ☐ L12 = 5min effort + 4 years ago + @ Code Smell + @ Major

☐ Surround this variable with double quotes; otherwise, it can lead to unexpected behavior. **Intentionality**

Maintainability ☐ Open ☐ Not assigned ☐ L13 = 5min effort + 4 years ago + @ Code Smell + @ Major

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

☐ Insert a <DOCTYPE> declaration to before this <html> tag. **Consistency**

Reliability ☐ Open ☐ Not assigned ☐ user-experience

CODE SMELL

Clean Code Attribute

Consistency164k

Intentionality268

Adaptability0

Responsibility0

Software Quality

Security0

Reliability21k

Maintainability164k

Severity

1

Bug47k

Vulnerability0

Code Smell164k

Type

Add to selectionCtrl + click

Scope

Status

Security Category

Bulk Change

Select issues

Navigate to issue

164,034 issues

1708d effort

gameoflife-acceptance-tests/Dockerfile

Use a specific version tag for the image.

Maintainability

No tags

Open

Not assigned

L1 • 5min effort • 4 years ago • @ Code Smell • @ Major

Surround this variable with double quotes; otherwise, it can lead to unexpected behavior.

Maintainability

No tags

Open

Not assigned

L12 • 5min effort • 4 years ago • @ Code Smell • @ Major

Surround this variable with double quotes; otherwise, it can lead to unexpected behavior.

Maintainability

No tags

Open

Not assigned

L12 • 5min effort • 4 years ago • @ Code Smell • @ Major

Surround this variable with double quotes; otherwise, it can lead to unexpected behavior.

Maintainability

No tags

Open

Not assigned

L13 • 5min effort • 4 years ago • @ Code Smell • @ Major

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

Remove this deprecated "width" attribute.

Maintainability

html5obsolete

DUPLICATIONS OVERVIEW

sonarqube

ProjectsIssuesRulesQuality ProfilesQuality GatesAdministrationMore

sonarqube1main

OverviewIssuesSecurity HotspotsMeasuresCodeActivity

Maintainability

Security Review

Duplications

Overview

Overall Code

Density50.6%

Duplicated Lines384,007

Duplicated Blocks42,824

Duplicated Files979

Size

Complexity

Issues

Overall Code

Duplications Overview

(Only showing data for the first 500 files)

See the data presented on this chart as a list

Size: Duplicated Blocks

Zoom: 100%

Duplicated Lines

Lines of Code

CYCLOMATIC COMPLEXITIES

The screenshot displays the SonarQube web interface. The top navigation bar includes links for Projects, Issues, Rules, Quality Profiles, Quality Gates, Administration, and More. The main header shows the project name 'sonarqube1' and a status indicator 'main' with a green checkmark. The left sidebar contains a 'Measures' tab, which is active, showing a list of metrics: Issues (0), Rating (A), Remediation Effort (0), Overall Code (0), Reliability (?), Maintainability (?), Security Review (?), Coverage, Duplications, and Size. The main content area displays the 'Cyclomatic Complexity' metric for the project, with a value of 1,112 and a 'See history' link. A table lists the complexity values for various files and directories:

File/Directory	Cyclomatic Complexity
gameoflife-acceptance-tests	—
gameoflife-build	—
gameoflife-core	18
gameoflife-deploy	—
gameoflife-web	1,094
pom.xml	—

The bottom of the table indicates '6 of 6 shown'.

Conclusion: This experiment showed us how to integrate Jenkins and SonarQube to set up a CI/CD pipeline that performs static analysis on Java code. Through this process, the automation of the detection code issues such as bugs, code smells, and duplications. By using Docker for SonarQube and the Jenkins pipeline, we streamlined the process, making sure that the issues were highlighted during the build phase. This integration concludes the importance of code quality checks working on automation in a continuous delivery environment.