

Sonar fixer

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1 Transformation sonar

Nous avons commencé par identifier les erreurs majeures levées par sonar que nous voulions corriger. Dans cette première liste sont répertoriées les erreurs qui semblent aisément corrigeable :

Noncompliant	Compliant
<code>if (myClass.compareTo(arg) == -1) {...}</code>	<code>if (myClass.compareTo(arg) < 0) {...}</code>
<pre> class Bar { public boolean doSomething(){...} } class Foo extends Bar { public boolean doSomething(){...} } </pre>	<pre> class Bar { public boolean doSomething(){...} } class Foo extends Bar { @Override public boolean doSomething(){...} } </pre>
<pre> public void a(Map<String, Object> map) { for (String key : map.keySet()) { Object value = map.get(key); ... } } </pre>	<pre> public void a(Map<String, Object> map) { for (Map.Entry<String, Object> entry : map.entrySet()) { String key = entry.getKey(); Object value = entry.getValue(); ... } } </pre>
<code>foo.equals(bar.toUpperCase());</code>	<code>foo.equalsIgnoreCase(bar);</code>
<pre> switch (myVariable) { case 0: <i>// 6 lines till next case</i> methodCall1(""); methodCall2(""); methodCall3(""); methodCall4(""); break; case 1: ... } </pre>	<pre> switch (myVariable) { case 0: doSomething() break; case 1: ... } ... private void doSomething(){ methodCall1(""); methodCall2(""); methodCall3(""); methodCall4(""); } </pre>
<pre> public class MyClass { private int foo = 42; public int compute(int a) { return a * 42; } } </pre>	<pre> public class MyClass { public int compute(int a) { return a * 42; } } </pre>
<pre> class A { private int field; } </pre>	<pre> class A { private int field; A(int field) { this.field = field; } } </pre>