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**Roll no-**10  
D15B

## 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 ▾
<b>6.2</b> <span>2024-09-17</span>		
Support PKCS12 truststore generated with OpenSSL		
Download scanner for: <a href="#">Linux x64</a> <a href="#">Linux AArch64</a> <a href="#">Windows x64</a> <a href="#">macOS x64</a> <a href="#">macOS AArch64</a> <a href="#">Docker</a>		
<a href="#">Any (Requires a pre-installed JVM)</a>		
<a href="#">Release notes</a>		

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. 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
```

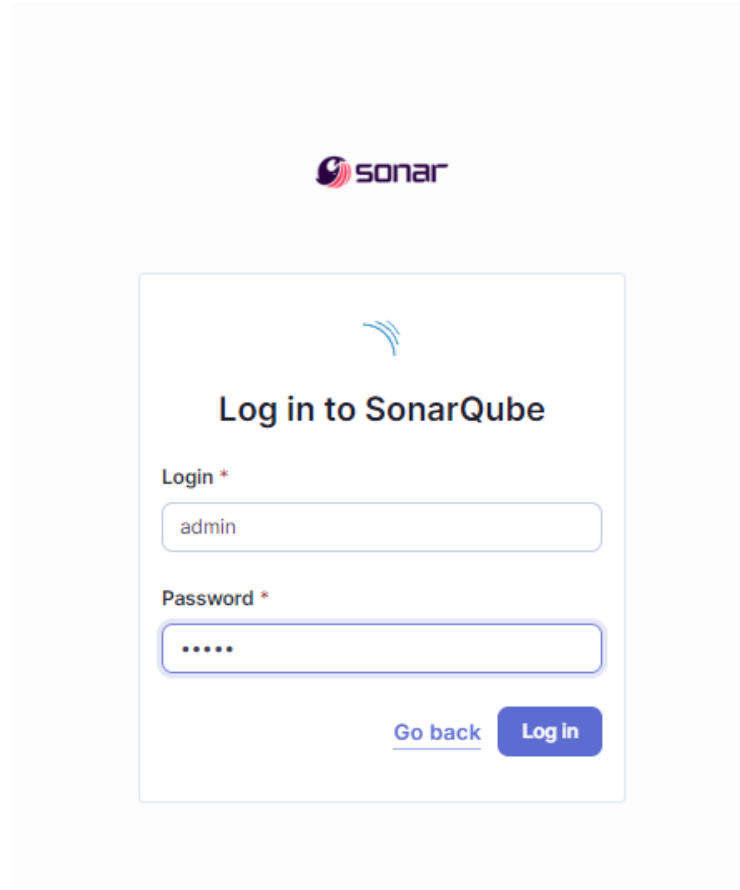
4. Keep Jenkins installed on your system. Experiment Steps: Step 1: Run SonarQube image `docker run -d --name sonarqube -e SONAR_ES_BOOTSTRAP_CHECKS_DISABLE=true -p 9000:9000 sonarqube:latest` This command will run the SonarQube image that was just installed using Docker.

```
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, there is the Sonar logo. Below it, the text "Log in to SonarQube" is displayed. There are two input fields: "Login \*" with the value "admin" and "Password \*" with masked characters "\*\*\*\*\*". At the bottom, there is a "Go back" link and a "Log in" button.

sonar

Log in to SonarQube

Login \*

admin


Password \*

\*\*\*\*\*

[Go back](#) Log in

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.

### Update your password

 This account should not use the default password.

#### Enter a new password

All fields marked with \* are required

Old Password \*

New Password \*

Confirm Password \*


[Update](#)

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 \*

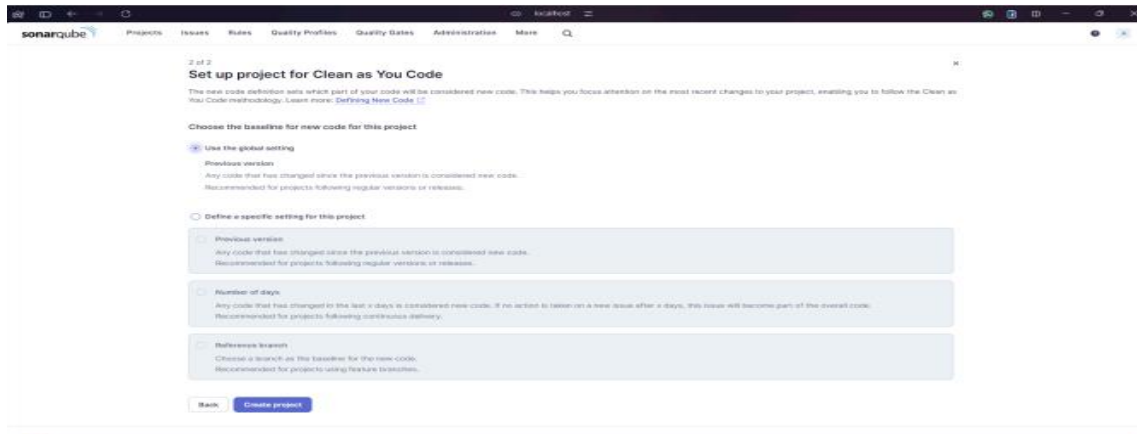
 

Main branch name \*

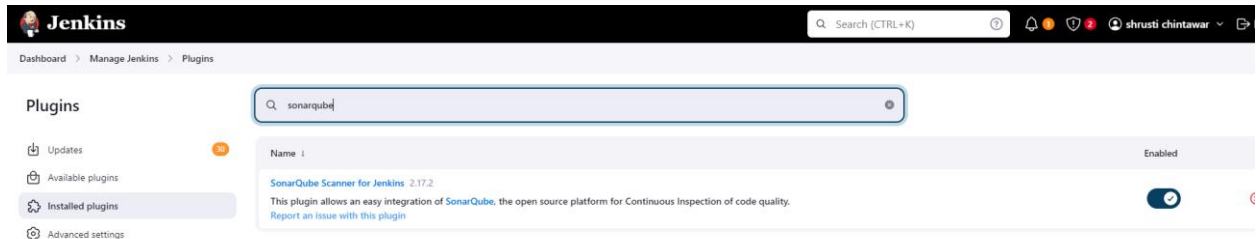
The name of your project's default branch [Learn More](#) 

[Cancel](#) [Next](#)

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



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

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('sonarqube1') {
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=skomal ^
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.

- Status
- Changes
- Console Output
- Edit Build Information
- Delete build '#21'
- Timings
- Git Build Data
- Pipeline Overview
- Pipeline Console
- Replay
- Pipeline Steps
- Workspaces
- Previous Build

Build #21 (16 Oct 2024, 21:15:27)

Started by user [shruti chintawar](#)

- This run spent:
- 0.1 sec waiting;
  - 13 min build duration;
  - 13 min total from scheduled to completion.

**Revision:** ba799ba7e1b576f04a4612322b0412c5e6e1e5e4  
**Repository:** <https://github.com/shazforiot/GOL.git>

- refs/remotes/origin/master

Jenkins

Search (CTRL+K)

shrusti chintawar

log out

Dashboard

>

sonarqube1

>

#21

>

Pipeline Steps

Status

Changes

Console Output

Edit Build Information

Delete build #21

Timings

Git Build Data

Pipeline Overview

Pipeline Console

Replay

Pipeline Steps

Workspaces

Previous Build

Step	Arguments	Status
Start of Pipeline - (13 min in block)		
node - (13 min in block)		
node block - (13 min in block)		
stage - (4.3 sec in block)	Cloning the GitHub Repo	
stage block (Cloning the GitHub Repo) - (4.2 sec in block)		
git - (4.2 sec in self)	https://github.com/shazforiot/GOL.git	
stage - (13 min in block)	SonarQube analysis	
stage block (SonarQube analysis) - (13 min in block)		
withSonarQubeEnv - (13 min in block)	sonarqube1	
withSonarQubeEnv block - (13 min in block)		
bat - (13 min in self)	"C:\Users\20223\Downloads\sonar-scanner-cli-6.2.0.4584-windows-x64\sonar-scanner-6.2.0.4584-windows-x64\bin\sonar-scanner.bat" ^ -D sonar.login=squ_4d21eab4dd7afece30ddfe830c755592d6d4df ^ -D sonar.projectKey=sonarqube1 ^ -D sonar.exclusions=vendor/**.resources/**.java ^ -D sonar.host.url=http://localhost:9000/	



Status

Changes

Console Output

Edit Build Information

Delete build #21

Timings

Git Build Data

Pipeline Overview

Pipeline Console

Replay

Pipeline Steps

Workspaces

Previous Build

## Console Output

Download

Copy

View as plain text

Skipping 4,248 KB. [Full Log](#)

```

21:26:18.811 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/util/accesslog/TCLogParser.html for block at line 588. Keep only the first 100 references.
21:26:18.811 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/util/accesslog/TCLogParser.html for block at line 591. Keep only the first 100 references.
21:26:18.811 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/util/accesslog/TCLogParser.html for block at line 48. Keep only the first 100 references.
21:26:18.811 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/util/accesslog/TCLogParser.html for block at line 1440. Keep only the first 100 references.
21:26:18.811 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/util/accesslog/TCLogParser.html for block at line 41. Keep only the first 100 references.
21:26:18.811 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/util/accesslog/TCLogParser.html for block at line 74. Keep only the first 100 references.
21:26:18.811 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/protocol/http/util/accesslog/TCLogParser.html for block at line 74. Keep only the first 100 references.
21:26:18.845 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 256. Keep only the first 100 references.
21:26:18.845 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 256. Keep only the first 100 references.
21:26:18.845 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.
21:26:18.845 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 260. Keep only the first 100 references.
21:26:18.845 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 262. Keep only the first 100 references.
21:26:18.845 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.
21:26:18.845 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.
21:26:18.845 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.
21:26:18.845 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.
21:26:18.846 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.
21:26:18.846 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/samplers/SamplerListener.html for block at line 262. Keep only the first 100 references.
21:26:18.939 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.
21:26:18.939 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/threads/TestCompiler.html for block at line 240. Keep only the first 100 references.
21:26:18.939 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.
21:26:18.939 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.
21:26:18.939 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.
21:26:18.939 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/threads/TestCompiler.html for block at line 479. Keep only the first 100 references.
21:26:18.940 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/threads/TestCompiler.html for block at line 17. Keep only the first 100 references.

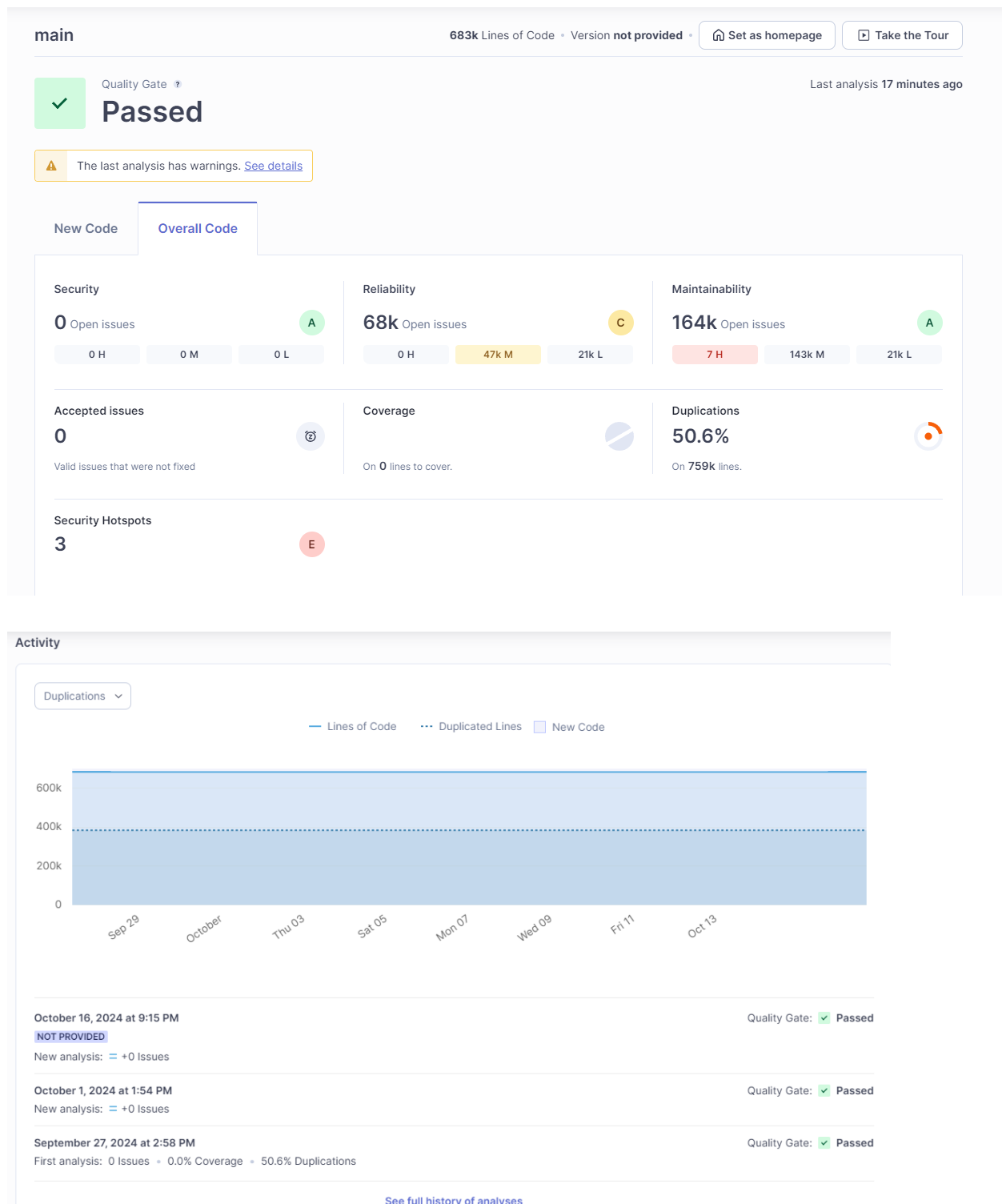
```

```

15:07:59.511 WARN Too many duplication references on file gameoflife-web/tools/jmeter/docs/api/org/apache/jmeter/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.
15:07:59.512 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 17. Keep only the first 100 references.
15:07:59.512 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 567. Keep only the first 100 references.
15:07:59.512 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 4797. Keep only the first 100 references.
15:07:59.512 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 75. Keep only the first 100 references.
15:07:59.512 INFO CPO Executor CPO calculation finished (done) | time=148474ms
15:07:59.537 INFO SCM revision ID 'b79990a7d10f76f04e4412322041230e6e1e5e4'
15:10:10.772 INFO Analysis report generated in 3770ms, dir size=127.2 MB
15:10:10.472 INFO Analysis report compressed in 15687ms, zip size=29.6 MB
15:10:10.330 INFO Analysis report uploaded in 897ms
15:10:10.333 INFO ANALYSIS SUCCESSFUL, you can find the results at: http://localhost:9000/dashboard?id=sonarqube1
15:10:10.333 INFO Note that you will be able to access the updated dashboard once the server has processed the submitted analysis report
15:10:10.333 INFO More about the report processing at http://localhost:9000/api/ce/task?id=6757461d-6d45-46aa-9d72-001abb0849d1
15:10:10.421 INFO Analysis total time: 12125.109 s
15:10:10.424 INFO SonarScanner Engine completed successfully
15:10:10.169 INFO EXECUTION SUCCESS
15:10:10.160 INFO Total time: 12135.416s
[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.



Activity

Duplications

— Lines of Code · · · Duplicated Lines □ New Code

October 16, 2024 at 9:15 PM

NOT PROVIDED

New analysis: — +0 Issues

Quality Gate: ✓ Passed

October 1, 2024 at 1:54 PM

New analysis: — +0 Issues

Quality Gate: ✓ Passed

September 27, 2024 at 2:58 PM

First analysis: 0 Issues • 0.0% Coverage • 50.6% Duplications

Quality Gate: ✓ Passed

[See full history of analyses](#)

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

CONSISTENCY

Measures Code Activity

Filters [Clear All Filters](#)

Issues in new code

**Clean Code Attribute** 1 x

- Consistency 197k
- Intentionality 14k
- Adaptability 0
- Responsibility 0

Add to selection [Ctrl + click](#)

**Software Quality**

- Security 0
- Reliability 54k
- Maintainability 164k

**Severity**

- High 0
- Medium 176k
- Low 21k

**Type**

- Bug 33k
- Vulnerability 0
- Code Smell 164k

> Scope

Select issues [x](#) [v](#) Navigate to issue [x](#) [v](#) **196,662 issues** **3075d effort**

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

☐ Bulk Change

☐ Insert a `<!DOCTYPE>` declaration to before this `<html>` tag. [Consistency](#)

[Reliability](#) [user-experience](#)

☐ Open ☐ Not assigned L1 • 5min effort • 4 years ago • @ Bug • @ Major

☐ Remove this deprecated "width" attribute. [Consistency](#)

[Maintainability](#) [html5](#) [obsolete](#)

☐ Open ☐ Not assigned L9 • 5min effort • 4 years ago • @ Code Smell • @ Major

☐ Remove this deprecated "align" attribute. [Consistency](#)

[Maintainability](#) [html5](#) [obsolete](#)

☐ Open ☐ Not assigned L11 • 5min effort • 4 years ago • @ Code Smell • @ Major

☐ Remove this deprecated "align" attribute. [Consistency](#)

[Maintainability](#) [html5](#) [obsolete](#)

☐ Open ☐ Not assigned L12 • 5min effort • 4 years ago • @ Code Smell • @ Major

☐ Remove this deprecated "size" attribute. [Consistency](#)

[Maintainability](#) [html5](#) [obsolete](#)

☐ Open ☐ Not assigned L17 • 5min effort • 4 years ago • @ Code Smell • @ Major

☐ Remove this deprecated "cellpadding" attribute. [Consistency](#)

## 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

Select issues [x](#) [v](#) Navigate to issue [x](#) [v](#) **210,549 issues** **3135d effort**

gameoflife-acceptance-tests/Dockerfile

☐ Bulk Change

☐ Use a specific version tag for the image. [Intentionality](#)

[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. [Intentionality](#)

[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. [Intentionality](#)

[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. [Intentionality](#)

[Maintainability](#) [No tags](#)

☐ 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](#) [user-experience](#)

☐ Open ☐ Not assigned L1 • 5min effort • 4 years ago • @ Bug • @ Major

## 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**

- Bug 47k
- Vulnerability 0
- Code Smell 164k

**Type**

- Bug 47k
- Vulnerability 0
- Code Smell 164k

**Scope**

**Status**

**Security Category**

**Creation Date**

**Issues**

gameoflife-acceptance-tests/Dockerfile

- ☐ Use a specific version tag for the image. **Intentionality** No tags
- ☐ Open ☐ Not assigned L1 • 5min effort • 4 years ago • @ Code Smell • Major

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

- ☐ Surround this variable with double quotes; otherwise, it can lead to unexpected behavior. **Intentionality** No tags
- ☐ Open ☐ Not assigned L12 • 5min effort • 4 years ago • @ Code Smell • Major

## CODE SMELL

**Clean Code Attribute**

- Consistency 164k
- Intentionality 268
- Adaptability 0
- Responsibility 0

**Software Quality**

- Security 0
- Reliability 21k
- Maintainability 164k

**Severity**

- Bug 47k
- Vulnerability 0
- Code Smell 164k

**Type**

- Bug 47k
- Vulnerability 0
- Code Smell 164k

**Scope**

**Status**

**Security Category**

**Issues**

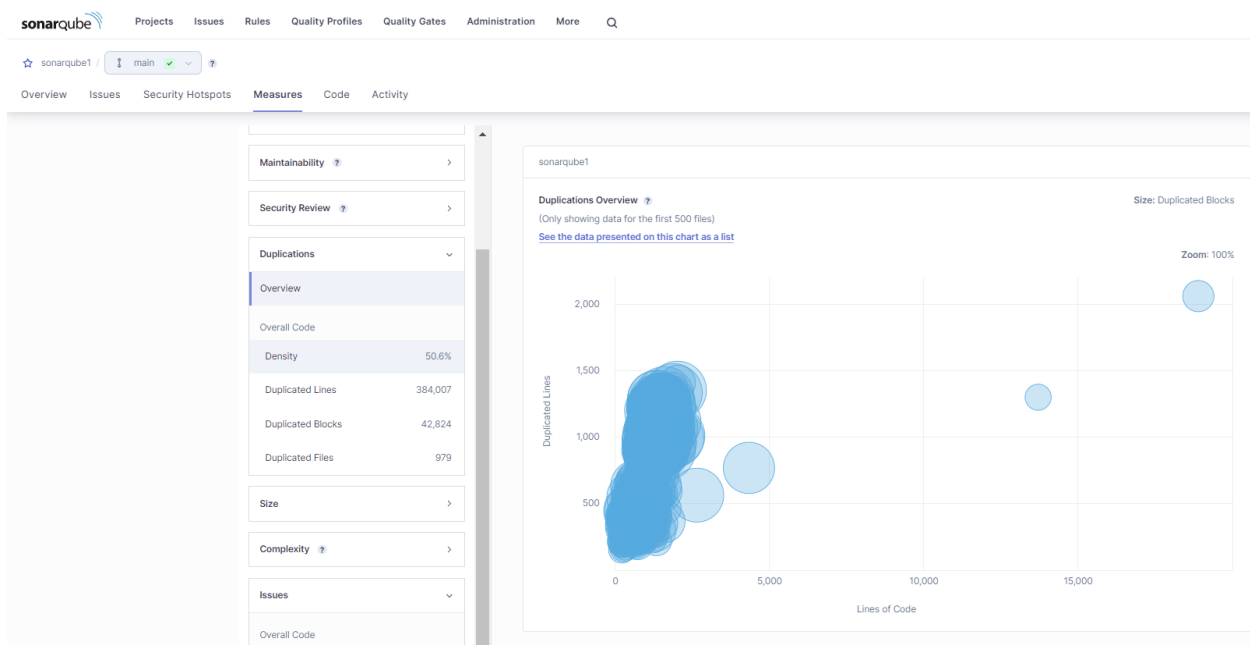
gameoflife-acceptance-tests/Dockerfile

- ☐ Use a specific version tag for the image. **Intentionality** No tags
- ☐ Open ☐ Not assigned L1 • 5min effort • 4 years ago • @ Code Smell • Major

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

- ☐ Surround this variable with double quotes; otherwise, it can lead to unexpected behavior. **Intentionality** No tags
- ☐ Open ☐ Not assigned L12 • 5min effort • 4 years ago • @ Code Smell • Major

## DUPLICATIONS OVERVIEW



**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.