

Projet CIR2

BURGER QUIZZ

Qualimétrie

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Notation (prévisionnelle)

- Commentaires :

Pourcentage	Note
<5%	0%
Entre 5 et 10%	50%
>10%	100%

- Duplication

Pourcentage	Note
<5%	100%
Entre 5 et 10%	75%
Entre 10 et 15%	50%
Entre 15 et 20%	25%
>20%	0%





Notation (prévisionnelle)

- Respect des règles (major & minor):

Pourcentage	Note
80%	0%
...	...
90%	50%
...	...
100%	100%

- Violation des règles critiques ou bloquantes : une erreur
=> 0/20 pour la qualité du code





PHP : règles bloquantes

<input checked="" type="checkbox"/> Blocker	<p><u>A goto-statement is used</u></p> <p>Goto makes code harder to read and it is nearly impossible to understand the control flow of an application that uses this language construct. Therefore it should be avoided. Consider to replace Goto with regular control structures and separate methods/function, which are easier to read.</p> <p>Example:</p> <pre> class Foo { public function bar(\$param) { A: if (\$param === 42) { goto X; } Y: if (time() % 42 === 23) { goto Z; } X: if (time() % 23 === 42) { goto Y; } Z: return 42; } } </pre> <p>Key: Design Rules/GotoStatement</p>	Phpmdmd_rules
<input checked="" type="checkbox"/> Blocker	<p><u>DuplicateClassNameFound</u></p> <p>Duplicate %s name "%s" found; first defined in %s on line %s</p> <p>Key: Generic.Classes.DuplicateClassName.Found</p>	Php_codesniffer_rules
<input checked="" type="checkbox"/> Blocker	<p><u>FunctionDuplicateArgumentFound</u></p> <p>Variable "%s" appears more than once in function declaration</p> <p>Key: Squiz.Functions.FunctionDuplicateArgument.Found</p>	Php_codesniffer_rules
<input checked="" type="checkbox"/> Blocker	<p><u>StaticThisUsageFound</u></p> <p>Usage of "\$this" in static methods will cause runtime errors</p> <p>Key: Squiz.Scope.StaticThisUsage.Found</p>	Php_codesniffer_rules



PHP : règles critiques

<input checked="" type="checkbox"/>	Critical	<u>DuplicatePropertyFound</u>	Php_codesniffer_rules
		Duplicate property definition found for "%s"; previously defined on line %s	
		Key: Squiz.Classes.DuplicateProperty.Found	





PHP : règles majeures 1

<input checked="" type="checkbox"/>	Major	<p><u>A class has too many children.</u></p> <p>A class with an excessive number of children is an indicator for an unbalanced class hierarchy. You should consider to refactor this class hierarchy.</p> <p>minimum: <input type="text"/> Maximum number of acceptable child classes. Default is 12. Key: Design Rules/NumberOfChildren</p>	Phpmd_rules
<input checked="" type="checkbox"/>	Major	<p><u>A class has too many parents.</u></p> <p>A class with many parents is an indicator for an unbalanced and wrong class hierarchy. You should consider to refactor this class hierarchy.</p> <p>minimum: <input type="text"/> Maximum number of acceptable parent classes. Default is 6. Key: Design Rules/DepthOfInheritance</p>	Phpmd_rules
<input checked="" type="checkbox"/>	Major	<p><u>An eval-expression is used</u></p> <p>An eval-expression is unstable, a security risk and bad practice. Therefore it should be avoided. Consider to replace the eval-expression with regular code.</p> <p>Example:</p> <pre>class Foo { public function bar(\$param) { if (\$param === 42) { eval('\$param = 23;'); } } }</pre> <p>Key: Design Rules/EvalExpression</p>	Phpmd_rules
<input checked="" type="checkbox"/>	Major	<p><u>An exit-expression is used</u></p> <p>An exit-expression within regular code is unstable and therefore it should be avoided. Consider to move the exit-expression into some kind of startup script where an error/exception code is returned to the calling environment.</p> <p>Example:</p> <pre>class Foo { public function bar(\$param) { if (\$param === 42) { exit(23); } } }</pre> <p>Key: Design Rules/ExitExpression</p>	Phpmd_rules
<input checked="" type="checkbox"/>	Major	<p><u>ConstructorNameOldStyle</u></p> <p>PHP4 style constructors are not allowed; use "__construct()" instead</p> <p>Key: Generic.NamingConventions.ConstructorName.OldStyle</p>	Php_codesniffer_rules



PHP : règles majeures 2

<input checked="" type="checkbox"/>	Major	<u>EmptyStatementNotAllowed</u> Empty %s statement detected Key: Generic.CodeAnalysis.EmptyStatement.NotAllowed	Php_codesniffer_rules
<input checked="" type="checkbox"/>	Major	<u>GlobalKeywordNotAllowed</u> Use of the "global" keyword is forbidden; use "\$GLOBALS['%s']" instead Key: Squiz.PHP.GlobalKeyword.NotAllowed	Php_codesniffer_rules
<input checked="" type="checkbox"/>	Major	<u>NonExecutableCodeReturnNotRequired</u> Empty return statement not required here Key: Squiz.PHP.NonExecutableCode.ReturnNotRequired	Php_codesniffer_rules
<input checked="" type="checkbox"/>	Major	<u>Number of class fields exceeds maximum</u> Classes that have too many fields could be redesigned to have fewer fields, possibly through some nested object grouping of some of the information. For example, a class with city/state/zip fields could instead have one Address field. Example: <pre>class Person { protected \$one; private \$two; private \$three; [... many more fields ...] }</pre> maxfields: <input type="text"/> The field count reporting threshold. Default is 15. Key: Code Size Rules/TooManyFields	Phpmd_rules
<input checked="" type="checkbox"/>	Major	<u>Number of methods in class exceeds maximum</u> A class with too many methods is probably a good suspect for refactoring, in order to reduce its complexity and find a way to have more fine grained objects. maxmethods: <input type="text"/> The method count reporting threshold. Default is 10. Key: Code Size Rules/TooManyMethods	Phpmd_rules
<input checked="" type="checkbox"/>	Major	<u>ObjectInstantiationNotAssigned</u> New objects must be assigned to a variable Key: Squiz.Objects.ObjectInstantiation.NotAssigned	Php_codesniffer_rules
<input checked="" type="checkbox"/>	Major	<u>UnconditionalIfStatementFound</u> Avoid IF statements that are always true or false Key: Generic.CodeAnalysis.UnconditionalIfStatement.Found	Php_codesniffer_rules

PHP : règles majeures 3

<input checked="" type="checkbox"/> Major	<u>Unused local variable</u> A local variable is declared and/or assigned, but not used. Example: <pre>class Foo { public function doSomething() { \$i = 5; // Unused } }</pre> Key: Unused Code Rules/UnusedLocalVariable	Phpmd_rules
<input checked="" type="checkbox"/> Major	<u>Unused private field</u> A private field is declared and/or assigned a value, but not used. Example: <pre>class Something { private static \$FOO = 2; // Unused private \$i = 5; // Unused private \$j = 6; public function addOne() { return \$this->j++; } }</pre> Key: Unused Code Rules/UnusedPrivateField	Phpmd_rules
<input checked="" type="checkbox"/> Major	<u>Unused private method</u> A private method is declared but is unused. Example: <pre>class Something { private function foo() {} // unused }</pre> Key: Unused Code Rules/UnusedPrivateMethod	Phpmd_rules

PHP : règles majeures 4

<input checked="" type="checkbox"/>	Major	<u>UnusedFunctionParameterFound</u> The method parameter %s is never used Key: Generic.CodeAnalysis.UnusedFunctionParameter.Found	Php_codesniffer_rules
<input checked="" type="checkbox"/>	Major	<u>UpperCaseConstantNameConstantNotUpperCase</u> Constants must be uppercase; expected %s but found %s Key: Generic.NamingConventions.UpperCaseConstantName.ConstantNotUpperCase	Php_codesniffer_rules
<input checked="" type="checkbox"/>	Major	<u>ValidDefaultValueNotAtEnd</u> Arguments with default values must be at the end of the argument list Key: PEAR.Functions.ValidDefaultValue.NotAtEnd	Php_codesniffer_rules



PHP : règles mineures

☒ **Minor** ▼ Class length exceeds maximum Phpmd_rules

Long Class files are indications that the class may be trying to do too much. Try to break it down, and reduce the size to something manageable.

Example:

```
class Foo {  
    public function bar() {  
        // 1000 lines of code  
    }  
}
```

minimum: Update The class size reporting threshold. Default is 1000.

Key: Code Size Rules/ExcessiveClassLength

☒ **Minor** ▼ SelfMemberReferenceNotUsed Php_codesniffer_rules

Must use "self::" for local static member reference

Key: Squiz.Classes.SelfMemberReference.NotUsed

☒ **Minor** ▼ UselessOverridingMethodFound Php_codesniffer_rules

Unnecessary overridden method that simply call its parent

Key: Generic.CodeAnalysis.UselessOverridingMethod.Found



PHP : règles infos

<input checked="" type="checkbox"/>	Info	<u>ConstructorNameOldStyleCall</u> PHP4 style calls to parent constructors are not allowed; use "parent::__construct()" instead Key: Generic.NamingConventions.ConstructorName.OldStyleCall	Php_codesniffer_rules
<input checked="" type="checkbox"/>	Info	<u>UpperCaseConstantNameClassConstantNotUpperCase</u> Class constants must be uppercase; expected %s but found %s Key: Generic.NamingConventions.UpperCaseConstantName.ClassConstantNotUpperCase	Php_codesniffer_rules



Java : règles critiques

<input checked="" type="checkbox"/> Critical	<u>Empty Finally Block</u> Avoid empty finally blocks - these can be deleted. Key: EmptyFinallyBlock	Pmd
<input checked="" type="checkbox"/> Critical	<u>Empty If Stmt</u> Empty If Statement finds instances where a condition is checked but nothing is done about it. Key: EmptyIfStmt	Pmd
<input checked="" type="checkbox"/> Critical	<u>Empty While Stmt</u> Empty While Statement finds all instances where a while statement does nothing. If it is a timing loop, then you should use Thread.sleep() for it; if it's a while loop that does a lot in the exit expression, rewrite it to make it clearer. Key: EmptyWhileStmt	Pmd
<input checked="" type="checkbox"/> Critical	<u>Equals Null</u> Inexperienced programmers sometimes confuse comparison concepts and use equals() to compare to null. Key: EqualsNull	Pmd
<input checked="" type="checkbox"/> Critical	<u>Naming - Suspicious equals method name</u> The method name and parameter number are suspiciously close to equals(Object), which may mean you are intending to override the equals(Object) method. Example : <pre>public class Foo { public int equals(Object o) { // oops, this probably was supposed to be boolean equals } public boolean equals(String s) { // oops, this probably was supposed to be equals(Object) } }</pre> Key: SuspiciousEqualsMethodName	Pmd
<input checked="" type="checkbox"/> Critical	<u>Unconditional If Statement</u> Do not use if statements that are always true or always false. Key: UnconditionalIfStatement	Pmd



Java : règles majeures 1

<input checked="" type="checkbox"/> Major	Avoid Assert As Identifier Finds all places 'assert' is used as an identifier is used. Key: AvoidAssertAsIdentifier	Pmd
<input checked="" type="checkbox"/> Major	Avoid Duplicate Literals Code containing duplicate String literals can usually be improved by declaring the String as a constant field. Example : <pre> public class Foo { private void bar() { buz("Howdy"); buz("Howdy"); buz("Howdy"); buz("Howdy"); } private void buz(String x) {} } </pre> threshold: <input type="text"/> <input type="button" value="Update"/> The number of duplicate literals reporting threshold. Default is 4. skipAnnotations: <input type="text"/> <input type="button" value="Update"/> Skip literals within Annotations. Default is false. exceptionlist: <input type="text"/> <input type="button" value="Update"/> Strings in that list are skipped. separator: <input type="text"/> <input type="button" value="Update"/> Separator used in the exceptionlist. Default is ,. exceptionfile: <input type="text"/> <input type="button" value="Update"/> File containing strings to skip (one string per line), only used if exceptionlist is not set. Key: AvoidDuplicateLiterals	Pmd
<input checked="" type="checkbox"/> Major	Avoid Enum As Identifier Finds all places 'enum' is used as an identifier is used. Key: AvoidEnumAsIdentifier	Pmd
<input checked="" type="checkbox"/> Major	Close Resource Ensure that resources (like Connection, Statement, and ResultSet objects) are always closed after use. It does this by looking for code patterned like : <pre> Connection c = openConnection(); try { // do stuff, and maybe catch something } finally { c.close(); } </pre> types: <input type="text"/> <input type="button" value="Update"/> Resources to check. Default value is 'Connection,Statement,ResultSet', closeTargets: <input type="text"/> <input type="button" value="Update"/> Methods which may close this resource. Default is 'close'. Key: CloseResource	Pmd
<input checked="" type="checkbox"/> Major	Compare Objects With Equals Use equals() to compare object references; avoid comparing them with ==. Key: CompareObjectsWithEquals	Pmd
<input checked="" type="checkbox"/> Major	Cyclomatic Complexity Checks cyclomatic complexity of methods against a specified limit. The complexity is measured by the number of if, while, do, for, ?, catch, switch, case statements, and operators && and (plus one) in the body of a constructor, method, static initializer, or instance initializer. It is a measure of the minimum number of possible paths through the source and therefore the number of required tests. Generally 1-4 is considered good, 5-7 ok, 8-10 consider re-factoring, and 11+ re-factor now! max: <input type="text"/> <input type="button" value="Update"/> the maximum threshold allowed. Default is 10. Key: com.puppycrawl.tools.checkstyle.checks.metrics.CyclomaticComplexityCheck	Checkstyle
<input checked="" type="checkbox"/> Major	Default Comes Last Check that the default is after all the cases in a switch statement. Key: com.puppycrawl.tools.checkstyle.checks.coding.DefaultComesLastCheck	Checkstyle



Java : règles majeures 2

✓ Major	Empty Switch Statements Avoid empty switch statements. Key: EmptySwitchStatements
✓ Major	Empty Try Block Avoid empty try blocks - what's the point? Key: EmptyTryBlock
✓ Major	Exception As Flow Control Using Exceptions as flow control leads to GOTOish code and obscures true exceptions when debugging. Key: ExceptionAsFlowControl
✓ Major	Final Class Checks that class which has only private constructors is declared as final. Key: com.puppycrawl.tools.checkstyle.checks.design.FinalClassCheck
✓ Major	Finalize Does Not Call Super Finalize If the finalize() is implemented, its last action should be to call super.finalize. Key: FinalizeDoesNotCallSuperFinalize
✓ Major	Finalize Overloaded Methods named finalize() should not have parameters. It is confusing and probably a bug to overload finalize(). It will not be called by the VM. Key: FinalizeOverloaded
✓ Major	For Loops Must Use Braces Avoid using 'for' statements without using curly braces, like <code>for (int i=0; i<42;i++) foo();</code> Key: ForLoopsMustUseBraces
✓ Major	Hidden Field Checks that a local variable or a parameter does not shadow a field that is defined in the same class. tokens: <input type="text" value="VARIABLE_DEF"/> <input type="button" value="Update"/> tokens to check ignoreFormat: <input type="text" value=""/> <input type="button" value="Update"/> pattern for names to ignore ignoreConstructorParameter: <input checked="" type="checkbox"/> <input type="button" value="Update"/> Controls whether to ignore constructor parameters. Default is false. ignoreSetter: <input checked="" type="checkbox"/> <input type="button" value="Update"/> Controls whether to ignore the parameter of a property setter method, where the property setter method for field 'xyz' has name 'setXyz'. ignoreAbstractMethods: <input checked="" type="checkbox"/> <input type="button" value="Update"/> Controls whether to ignore parameters of abstract methods. Default is false. Key: com.puppycrawl.tools.checkstyle.checks.coding.HiddenFieldCheck
✓ Major	Hide Utility Class Constructor Make sure that utility classes (classes that contain only static methods) do not have a public constructor. Key: com.puppycrawl.tools.checkstyle.checks.design.HideUtilityClassConstructorCheck
✓ Major	Idempotent Operations Avoid idempotent operations - they are have no effect. Example : <code>int x = 2; x = x;</code> Key: IdempotentOperations
✓ Major	If Else Stmts Must Use Braces Avoid using if..else statements without using curly braces. Key: IfElseStmtsMustUseBraces





Java : règles majeures 3

<input checked="" type="checkbox"/> Major	IfStmts Must Use Braces Avoid using if statements without using curly braces. Key: IfStmtsMustUseBraces
<input checked="" type="checkbox"/> Major	Illegal Throws Throwing java.lang.Error or java.lang.RuntimeException is almost never acceptable. illegalClassNames: <input type="text"/> <input type="button" value="Update"/> throw class names to reject ignoredMethodNames: <input type="text"/> <input type="button" value="Update"/> names of methods to ignore. Default is "finalize". Key: com.puppycrawl.tools.checkstyle.checks.coding.IllegalThrowsCheck
<input checked="" type="checkbox"/> Major	Inefficient String Buffering Avoid concatenating non literals in a StringBuffer constructor or append(). Key: InefficientStringBuffering
<input checked="" type="checkbox"/> Major	Inner Assignment Checks for assignments in subexpressions, such as in String s = Integer.toString(i = 2);. tokens: <input type="text"/> <input type="button" value="Update"/> assignments to check Key: com.puppycrawl.tools.checkstyle.checks.coding.InnerAssignmentCheck
<input checked="" type="checkbox"/> Major	Missing Static Method In Non Instantiatable Class A class that has private constructors and does not have any static methods or fields cannot be used. Key: MissingStaticMethodInNonInstantiatableClass
<input checked="" type="checkbox"/> Major	Naming - Class naming conventions Class names should always begin with an upper case character. Key: ClassNamingConventions
<input checked="" type="checkbox"/> Major	Naming - Method with same name as enclosing class Non-constructor methods should not have the same name as the enclosing class. Example : <pre>public class MyClass { // this is bad because it is a method public void MyClass() {} // this is OK because it is a constructor public MyClass() {} }</pre> Key: MethodWithSameNameAsEnclosingClass
<input checked="" type="checkbox"/> Major	Package name Checks that package names conform to the specified format. The default value of format has been chosen to match the requirements in the Java Language specification and letters are rather uncommon, so most configurations should probably assign value "[a-z]+(\.[a-z][a-z0-9]*)*\$" to format format: "[a-z]+(\.[a-zA-Z_][a-z0-9_]*)" <input type="button" value="Update"/> Key: com.puppycrawl.tools.checkstyle.checks.naming.PackageNameCheck
<input checked="" type="checkbox"/> Major	Parameter Name Checks that parameter names conform to the specified format format: "[a-z][a-zA-Z0-9_]*" <input type="button" value="Update"/> Key: com.puppycrawl.tools.checkstyle.checks.naming.ParameterNameCheck
<input checked="" type="checkbox"/> Major	Simplify Conditional No need to check for null before an instanceof; the instanceof keyword returns false when given a null argument. Key: SimplifyConditional





Java : règles majeures 4

<input checked="" type="checkbox"/> Major	<p><u>Static Variable Name</u> Checks that static, non-final fields conform to the specified format</p> <p>format: <input type="text" value="^[a-z][a-zA-Z0-9]*\$"/> <input type="button" value="Update"/></p> <p>applyToPublic: <input checked="" type="checkbox"/> <input type="button" value="Update"/> Controls whether to apply the check to public member</p> <p>applyToProtected: <input checked="" type="checkbox"/> <input type="button" value="Update"/> Controls whether to apply the check to protected member</p> <p>applyToPackage: <input checked="" type="checkbox"/> <input type="button" value="Update"/> Controls whether to apply the check to package-private member</p> <p>applyToPrivate: <input checked="" type="checkbox"/> <input type="button" value="Update"/> Controls whether to apply the check to private member</p> <p>Key: com.puppycrawl.tools.checkstyle.checks.naming.StaticVariableNameCheck</p> <p><input type="button" value="Copy rule"/></p>
<input checked="" type="checkbox"/> Major	<p><u>String To String</u> Avoid calling toString() on String objects; this is unnecessary.</p> <p>Key: StringToString</p>
<input checked="" type="checkbox"/> Major	<p><u>Unused formal parameter</u> Avoid passing parameters to methods or constructors and then not using those parameters.</p> <p>Key: UnusedFormalParameter</p>
<input checked="" type="checkbox"/> Major	<p><u>Unused local variable</u> Detects when a local variable is declared and/or assigned, but not used.</p> <p>Key: UnusedLocalVariable</p>
<input checked="" type="checkbox"/> Major	<p><u>Unused Private Field</u> Detects when a private field is declared and/or assigned a value, but not used.</p> <p>Key: UnusedPrivateField</p>
<input checked="" type="checkbox"/> Major	<p><u>Unused private method</u> Unused Private Method detects when a private method is declared but is unused. This PMD rule should be switched off and replaced by its equivalent from Squid that is more code.</p> <p>Key: UnusedPrivateMethod</p>
<input checked="" type="checkbox"/> Major	<p><u>Useless Overriding Method</u> The overriding method merely calls the same method defined in a superclass</p> <p>ignoreAnnotations: <input type="text" value=""/> <input type="button" value="Update"/> Ignore annotations. Default is false.</p> <p>Key: UselessOverridingMethod</p>
<input checked="" type="checkbox"/> Major	<p><u>While Loops Must Use Braces</u> Avoid using 'while' statements without using curly braces.</p> <p>Key: WhileLoopsMustUseBraces</p>





Java : règles mineures

<input checked="" type="checkbox"/>	Minor	<u>Dont Import Java Lang</u> Avoid importing anything from the package 'java.lang'. These classes are automatically imported (JLS 7.5.3). Key: DontImportJavaLang	Pmd
<input checked="" type="checkbox"/>	Minor	<u>Naming - Avoid dollar signs</u> Avoid using dollar signs in variable/method/class/interface names. Key: AvoidDollarSigns	Pmd
<input checked="" type="checkbox"/>	Minor	<u>Singular Field</u> A field that's only used by one method could perhaps be replaced by a local variable. Key: SingularField	Pmd



Java : règles infos

☒ Info ▼

Unused Imports Checkstyle

Checks for unused import statements.

processJavadoc:  whether to process Javadoc. Default is false.

Key:

FIN

Des questions?

