# Finding code smells with sonar

Luzern, 15. February 2021 Daniel Bolliger

**INTERN** 



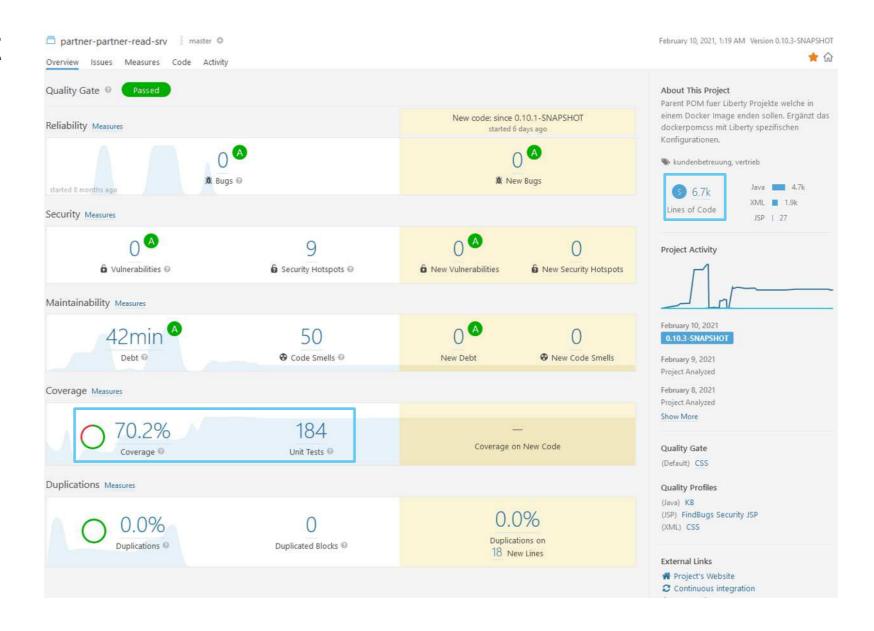
### Content

- Search project
- Sonar types
- Vulnerabilities
- Code smells
- Sonar project overview
- Conclusion



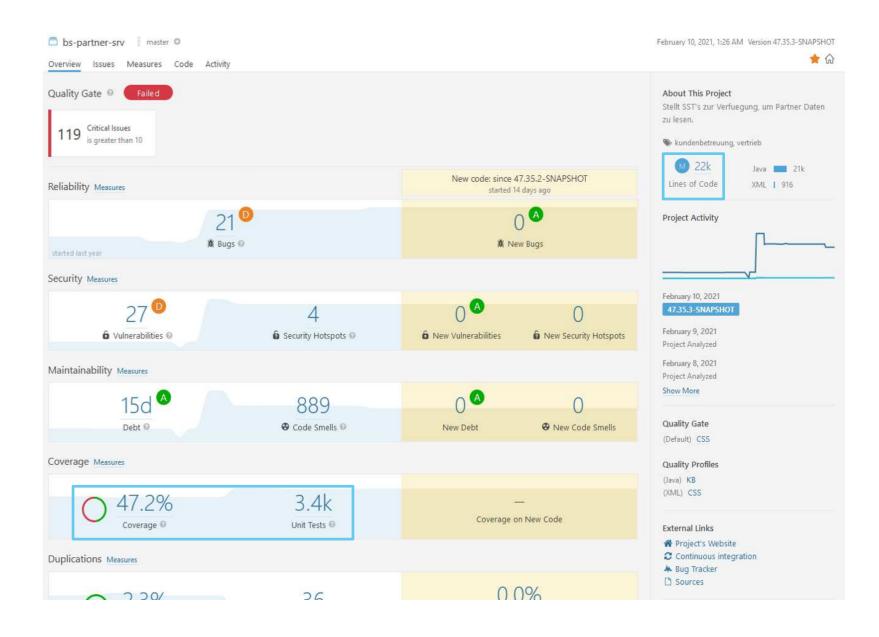
#### Newer release-unit

- Our realease-unit
- Tests from beginning
- Regular check and fix of sonar-issues

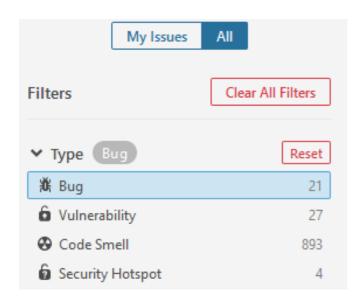


#### Old release-unit

- Shared release-unit
- Depth to big to fix

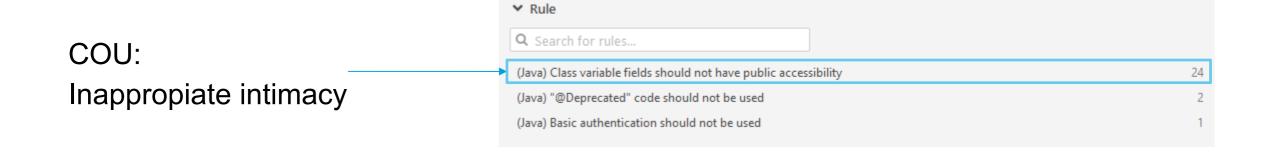


### Sonar types



- Bugs
  - possible nullpointer, unnecessery null-checks...
  - condition always evaluate to "false" or "true"
- Vulnerabitity
  - Some code smells
- Code smells
  - Mostly clean-code
  - Some code smells
- Securitiy hotspots
  - Possible missing role-checks

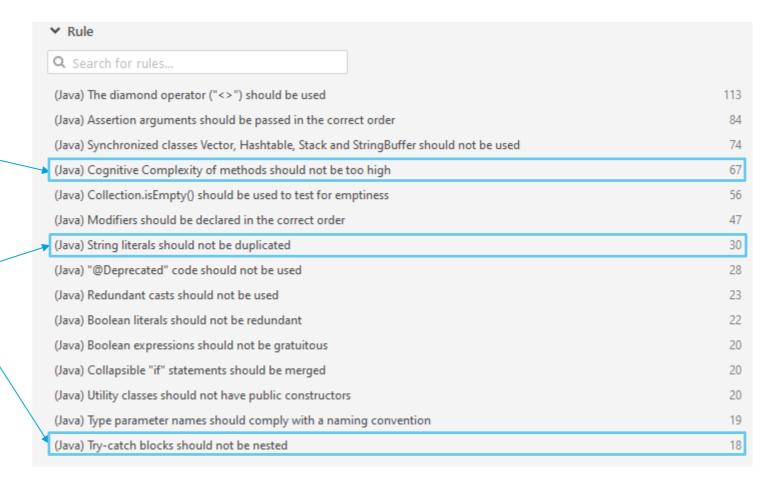
### Vulnerabilities



#### Code smells

BLO: large method or class

BLO: dataclumps



### Cognitiv complexity example

```
Refactor this method to reduce its Cognitive Complexity from 31 to the 15 allowed. See Rule
                                                                                                                                                                                                                                      5 years ago ▼ L89 %
                               Social Code Smell Code Smell Code Critical Comment  

Reto Lehre Code Smell Comment  

Reto Lehre Code Smell 
                                                                                                                                                                                                                                          brain-overload 
  90 rola...
                                           BSAdresseQuerySearchGemeindedatenOutContainer bsOut = this.partnerFactory.createBSAdresseQuerySearchGemeindedatenOu
  91 reto...
  92 rola...
                                     1 if (siebelOut != null 2 && siebelOut.getfSiebelMessage() != null && siebelOut.getfSiebelMessage().getfintObjInst(
  93 reto...
  94
          rola…
                                                        && siebelOut.getfSiebelMessage().getfintObjInst().size() > 0) {
  95
  96
                                                 List<Service_Locator_Zipcode_AdminIC> siebelDaten = siebelOut.getfSiebelMessage().getfintObjInst();
  97
  98
                                            for (Service_Locator_Zipcode_AdminIC obj : siebelDaten) {
 99
                                                        BSGemeindedatenImpl gemeinde = new BSGemeindedatenImpl();
100
         chri...
                                                        gemeinde.setOnrp(obj.getfOrdkey());
113 chri...
114 chri...
115
                                                  4 if (obj.getfLatitude() != null 5 && obj.getfLatitude().trim().length() > 0 && obj.getfLongitude() != null
116
                                                                     && obj.getfLongitude().trim().length() > 0) {
                                                               BSGeoKoordinaten geoKoord = new BSGeoKoordinatenImpl();
117
          chri...
125 chri...
                                                        Set<BSOrganisationReferenz> agenturenSet = new HashSet<BSOrganisationReferenz>();
126
                                                  6 if (agenturen != null) {
127 reto...
128 chri...
                                                         7 for (AVIS_Gemeinde_SST_Agentur_VBCIC agentur : agenturen) {
                                                               8 if (agentur == null) {
130
                                                                           continue;
131
132
                                                               9 if (StringUtils.isEmpty(agentur.getfAVIS_Agentur_Nr()) 10 || StringUtils.isEmpty(agentur.getfAVIS_Agen
133 reto...
                                                                          LOGGER.info("Leere/Ungueltige Agentur gefunden in Gemeinde Nr. " + obj.getfGemeinde Nr());
134 reto...
135 chri...
                                                                     orgRef.setTyp(AVISToBSConverter.convertCode(agentur.getfAVIS_Agentur_Typ(), "DIVISION_TYPE", DivisionTy
141 reto...
142 chri...
143
                                                             if (agentur.getfAVIS_Agentur_Typ() == null) {
                                                                           throw new BSException("DIVISION TYPE should not be NULL");
         step...
145 chri...
```

**I**M

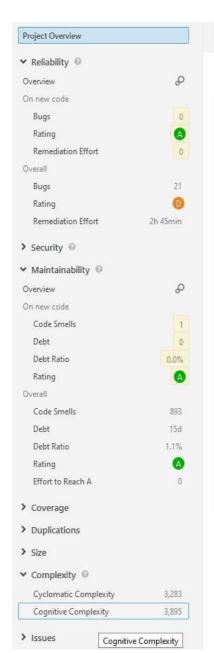
#### Sonar code smells

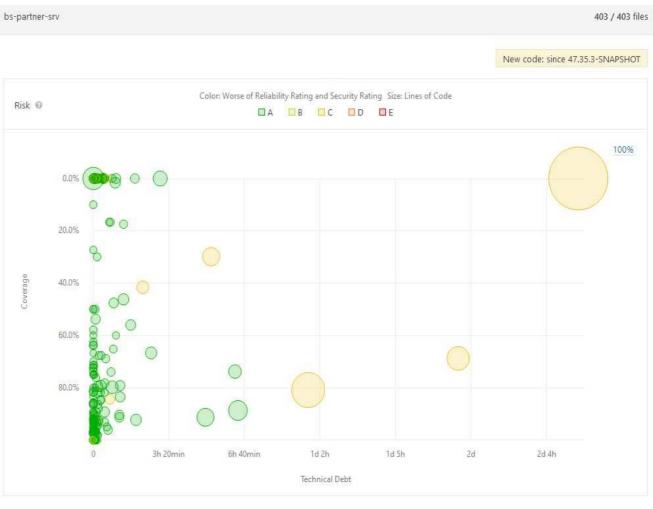
- Most code smells in Sonar are not "real" code smells like described here (https://sourcemaking.com/refactoring/smells)
- They are mostly clean-code-issues
  - Unused variables
  - Unused imports
  - Unused assignements
  - Commented code
  - Wrong assertions
  - Not immediatly returned value

•

## Project overview

- Maintainabilty
  - Splitted new and old code
- Compexity
  - Amount of testcases to have full coverage
  - Complexity to understand the code





#### Conclusion

- Sonar is good at:
  - Clean-code-violations
  - Code coverage
  - Big picture of quality
- Sonar is less good at:
  - Code smells
  - Design-failures

•

- Searching code smells is not easy
- I think you have to stumble over them and recognize them

## Images and links

- Images
  - https://www.yourpurebredpuppy.com/reviews/bloodhounds.html
- Links
  - https://sourcemaking.com/refactoring/smells