

DIY: Java Static Analysis

#sonarqube
#sonarlint

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Ego boost

- Nicolas PERU - @benzonico
 - Java developer@SonarSource
 - Developer in language team
 - Geneva Jug enthusiast
 - Cycle around the Lemman

Sonar Java Plugin

- Back Story



Challenge

Get the language.

```
import java.io.*;
import java.net.*;
import java.security.*;
import protection;

public class Client {
    public void sendAuthentication(String user,
        OutputStream outputStream) throws IOException {
        DataOutputStream out = new DataOutputStream(
            outputStream);
        long t1 = (new Date()).getTime();
        double q1 = Math.random();
        byte[] protected1 = ProtectionManager.encrypt(
            q1, "secret");
        long t2 = (new Date()).getTime();
        double q2 = Math.random();
        byte[] protected2 = ProtectionManager.encrypt(
            q2, "secret");
        out.writeUTF(user);
        out.writeInt(protected1.length);
        out.write(protected1);
        out.write(protected2);
        out.flush();
    }
}

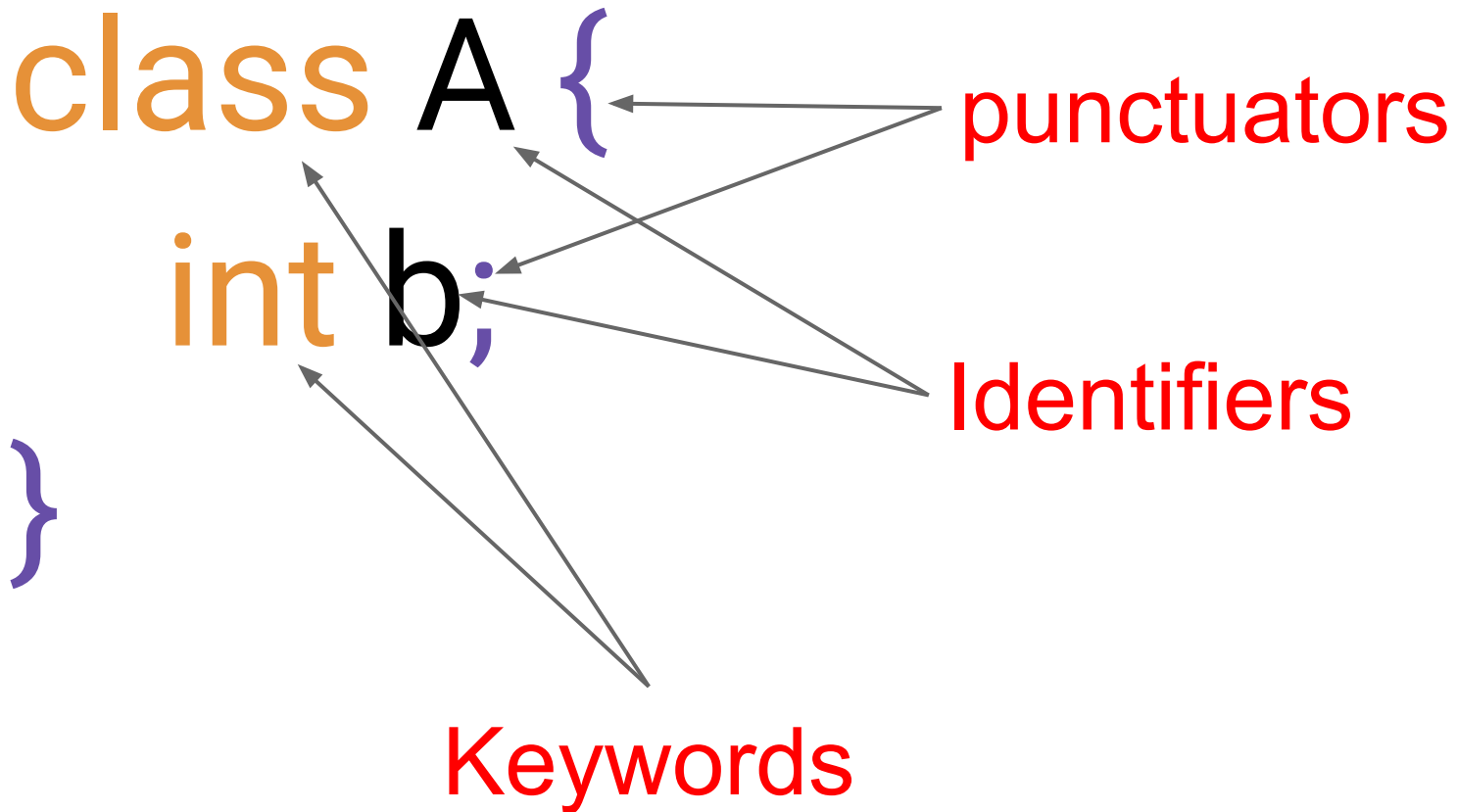
public static void main(String[] args) {
    String host = args[0];
    int port = 7999;
    String user = "John";
    String password = "secret";
    Socket s = new Socket(host, port);

    Client client = new Client();
    client.sendAuthentication(user, s.getOutputStream());
}
```

Lexical Analysis

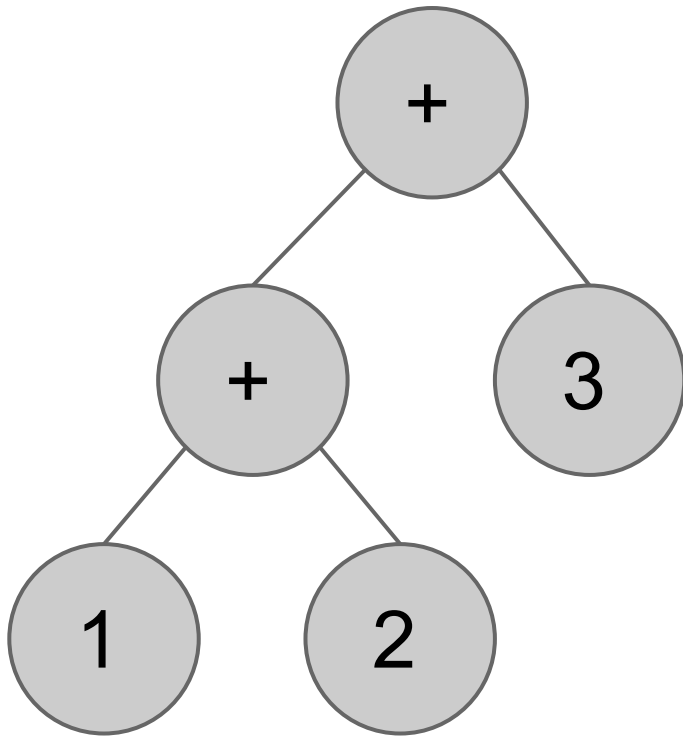
```
class A {  
    int b;  
}
```

Syntactic Analysis



Syntax Tree

1 + 2 + 3



```
interface BinaryExpressionTree {  
    ExpressionTree leftOperand();  
    SyntaxToken operatorToken();  
    ExpressionTree rightOperand();  
}
```

Semantic Analysis

```
class A {  
    int b;  
    A(int b) {  
        this.b = b;  
    }  
}
```


Your turn now : Custom rules !



Beyond Semantic: Symbolic Execution

Beyond Semantic: Symbolic Execution

```
Object myObject = new Object();  
// ...  
if ( a ) { myObject = null; }  
// ...  
if ( !a ) { /* ... */ }  
else {  
    myObject.toString();  
}
```

Beyond Semantic: Symbolic Execution

```
Object myObject = new Object();
```

Program State#0
myObject != null

```
// ...
```

```
if ( a ) { myObject = null; }
```

```
// ...
```

```
if ( !a ) { /* ... */ }
```

```
else {
```

```
    myObject.toString();
```

```
}
```

Beyond Semantic: Symbolic Execution

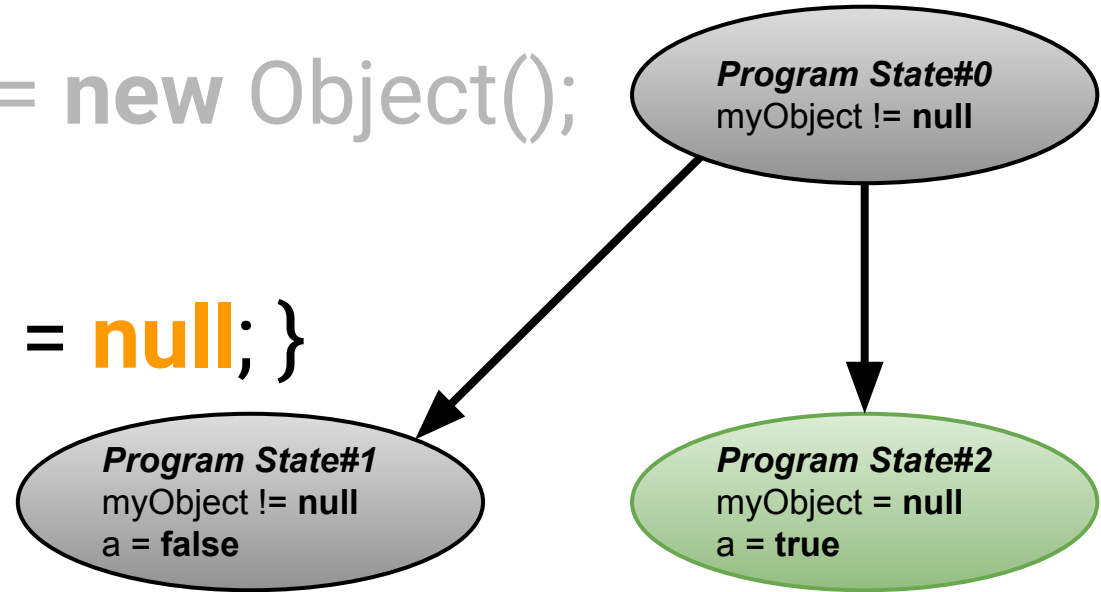
```
Object myObject = new Object();  
// ...  
if ( a ) { myObject = null; }  
// ...  
if ( !a ) { /* ... */ }  
else {  
    myObject.toString();  
}
```

Program State#0
myObject != null

Program State#1
myObject != null
a = false

Beyond Semantic: Symbolic Execution

```
Object myObject = new Object();  
// ...  
if ( a ) { myObject = null; }  
// ...  
if ( !a ) { /* ... */ }  
else {  
    myObject.toString();  
}
```



Beyond Semantic: Symbolic Execution

```
Object myObject = myObject.toString();
```

Program State#1
myObject != null
a = false

Program State#2
myObject = null
a = true

```
// ...
```

```
if ( a ) { myObject = null; }
```

```
// ...
```

```
if ( !a ) { /* ... */ }
```

```
else {
```

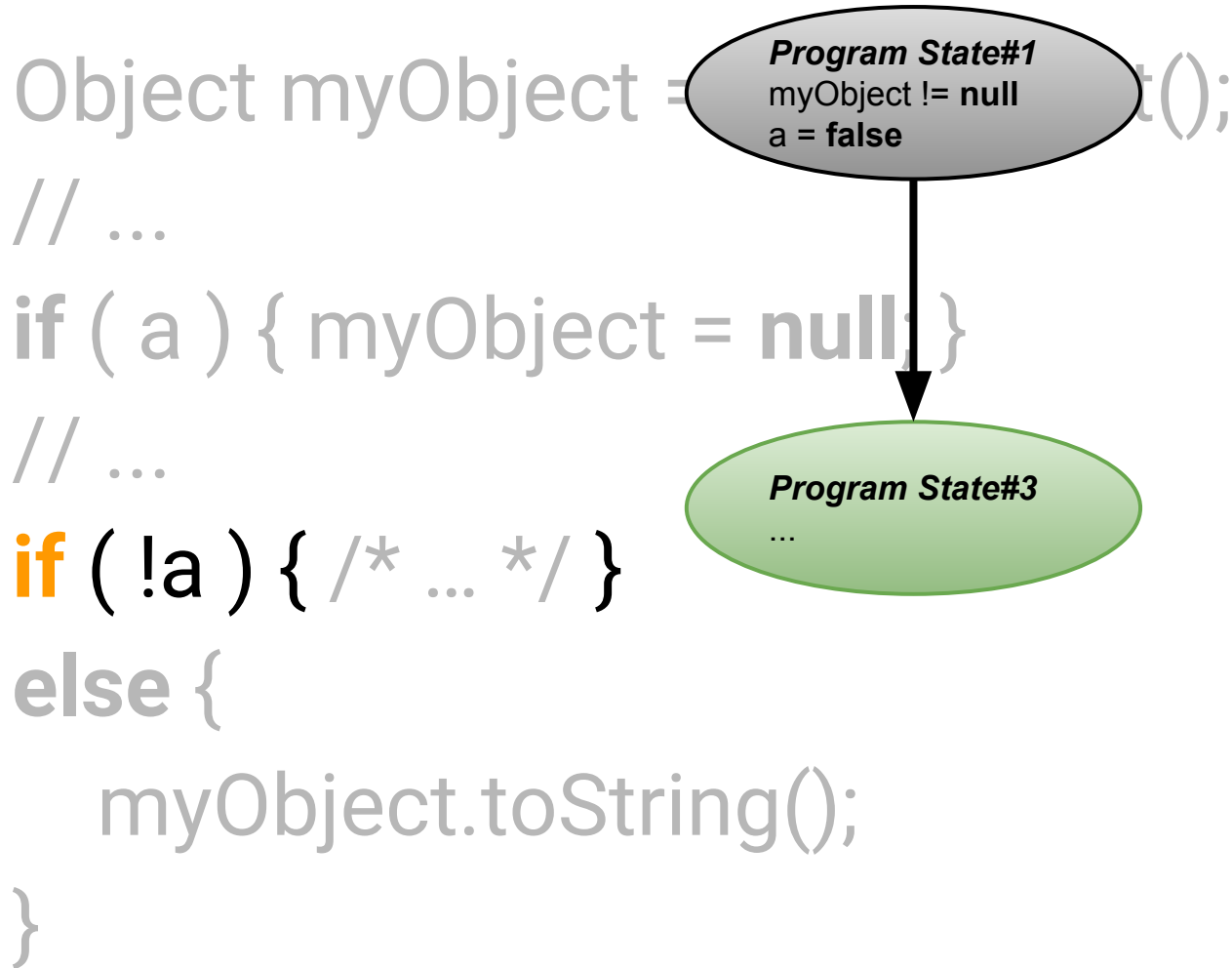
```
    myObject.toString();
```

```
}
```

Beyond Semantic: Symbolic Execution

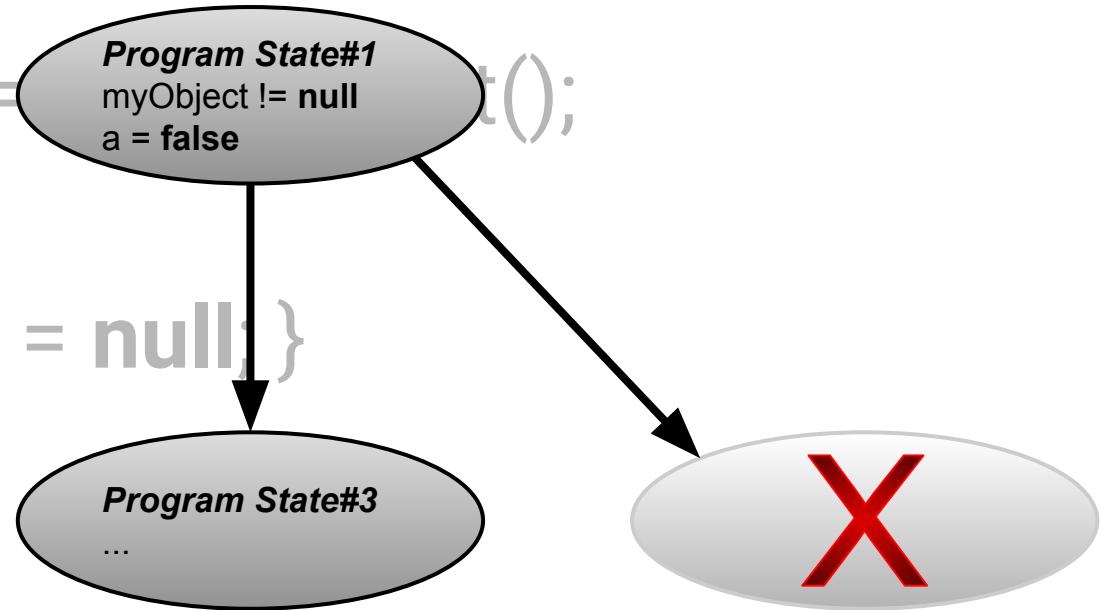
```
Object myObject = Program State#1 t();  
// ...  
if ( a ) { myObject = null; }  
// ...  
if ( !a ) { /* ... */ }  
else {  
    myObject.toString();  
}
```


Beyond Semantic: Symbolic Execution



Beyond Semantic: Symbolic Execution

```
Object myObject = ...();  
// ...  
if ( a ) { myObject = null; }  
// ...  
if ( !a ) { /* ... */ }  
else {  
    myObject.toString();  
}
```



Beyond Semantic: Symbolic Execution

```
Object myObject = myObject.toString();
```

Program State#1
myObject != null
a = false

Program State#2
myObject = null
a = true

```
// ...
```

```
if ( a ) { myObject = null; }
```

```
// ...
```

```
if ( !a ) { /* ... */ }
```

```
else {
```

```
    myObject.toString();
```

```
}
```

Beyond Semantic: Symbolic Execution

```
Object myObject = new Object();  
// ...  
if ( a ) { myObject = null; }  
// ...  
if ( !a ) { /* ... */ }  
else {  
    myObject.toString();  
}
```

Program State#2
myObject = null
a = true

Beyond Semantic: Symbolic Execution

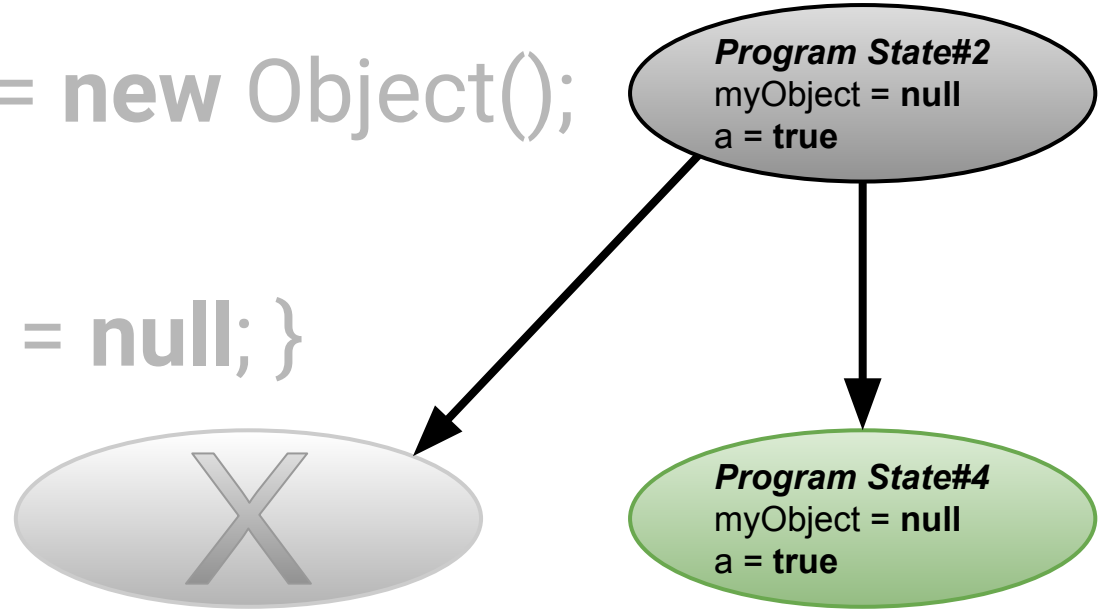
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// ...  
if ( a ) { myObject = null; }  
// ...  
if ( !a ) { /* ... */ }  
else {  
    myObject.toString();  
}
```

Program State#2
myObject = null
a = true



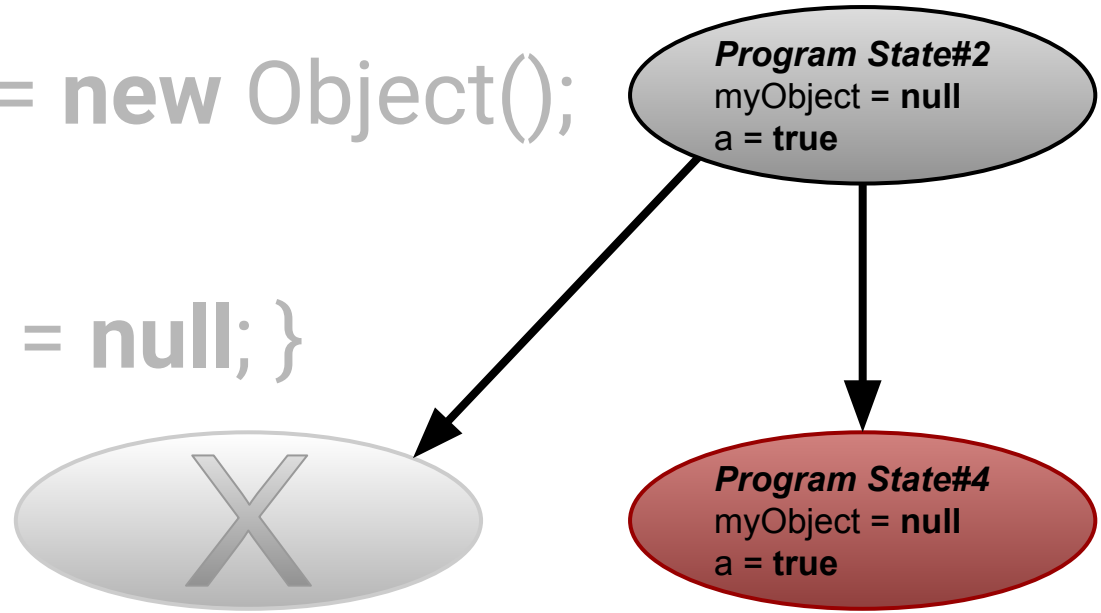
Beyond Semantic: Symbolic Execution

```
Object myObject = new Object();  
// ...  
if ( a ) { myObject = null; }  
// ...  
if ( !a ) { /* ... */ }  
else {  
    myObject.toString();  
}
```



Beyond Semantic: Symbolic Execution

```
Object myObject = new Object();  
// ...  
if ( a ) { myObject = null; }  
// ...  
if ( !a ) { /* ... */ }  
else {  
  myObject.toString(); // NPE  
}
```



Symbolic Execution challenges

- Complex conditions

```
if (a + 1 < (b * 10 - 39) ) {  
    if ( b > a / 10 + 4 ) { ... } // Always true  
}
```


Symbolic Execution challenges

- Complex conditions

```
if (a + 1 < (b * 10 - 39) ) {  
    if ( b > a / 10 + 4 ) { ... } // Always true  
}
```

- Explosion of states

Uhoh ?!

```
Entity to = stanza.getTo();
boolean isServerInfoRequest = false;
boolean isComponentInfoRequest = false;
Entity serverEntity = serverRuntimeContext.getServerEntity();
if (to == null || to.equals(serverEntity)) {
    isServerInfoRequest = true; // this can only be meant to query the server
} else if (serverRuntimeContext.getComponentStanzaProcessor(to) != null) {
    isComponentInfoRequest = true; // this is a query to a component
} else if (!to.isNodeSet()) {
    isServerInfoRequest = serverEntity.equals(to);
    if (!isServerInfoRequest) {
```

Change this condition so that it does not always evaluate to "true" ...

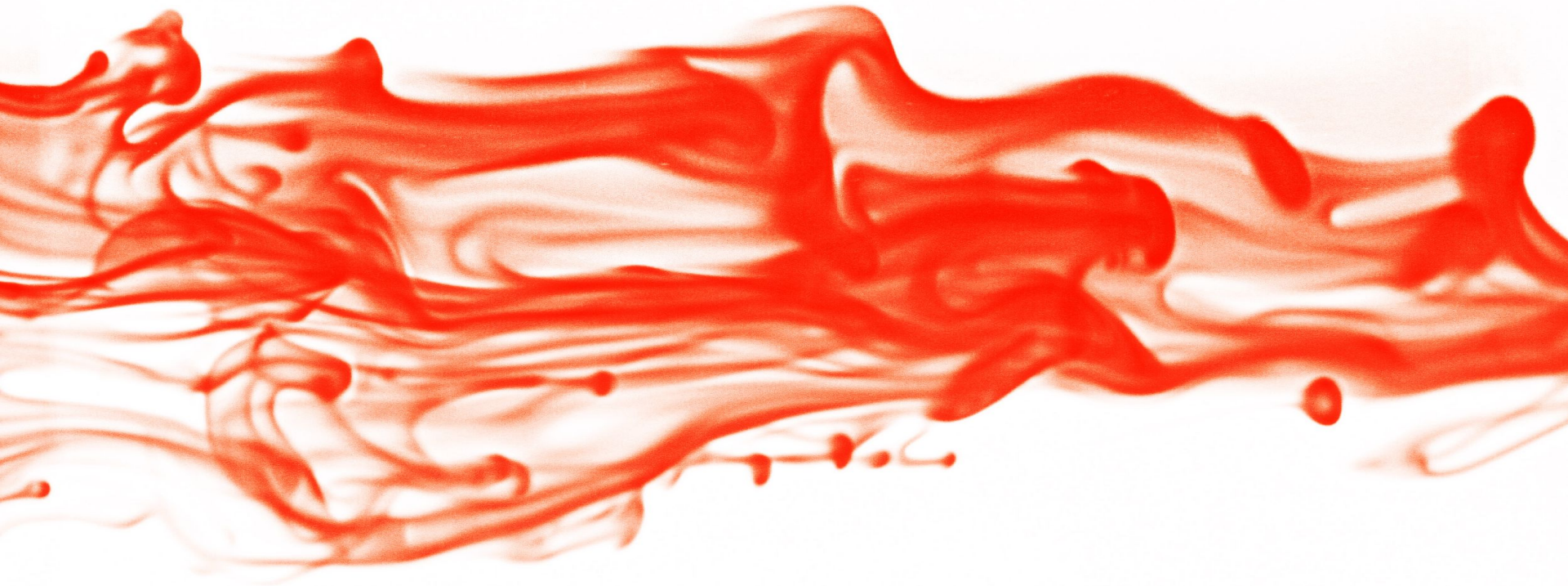
2 years ago ▾ L100 🔗

🐛 Bug 🚨 Major 🔵 Open Not assigned 15min effort

👤 cwe, misra

What's next ?

Taint Analysis for vulnerabilities





**WE NEEDED
YOU**

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