

# Code coverage with SonarQube

Internal reference: topics/06-3.md

## Introduction

SonarQube is a Java-based open-source code coverage tool. Beside running code coverage, it allows static code analysis to evaluate the reliability and security of a program. With SonarQube, development teams may use fully customizable reports and a dashboard to show the quality of the code in their apps.

This program can analyze the static code of more than 25 languages, including PHP: Hypertext Preprocessor (PHP), Java, .NET, JavaScript, Python, and others. For a complete list, go to the SonarQube docs.

SonarQube also provides code analysis for security issues, code smells, and code duplication, as well as code coverage for unit tests.

## Constraints of SonarQube

As a reminder: Test coverage statistics and test execution reports will show you how much of your code is covered by your test cases.

SonarQube cannot determine coverage by itself. Set up of a third-party coverage tool is therefore required in order to import data into SonarQube. The right SonarScanner configuration is required in order to integrate code analysis into your build procedure.

## Getting started

The following procedure describes steps to set up SonarQube code coverage using JavaScript. As prerequisites you should have the following components installed on your system:

- NodeJS
- Docker
- A text editor or IDE

### Step 1: Download and start SonarQube

SonarQube must be run on servers or virtual machines because it is an on-premise solution (VMs). Without having to explicitly configure the server on your system, starting up an instance can be

replaced by installing a Docker container from the Sonar image.

```
docker pull sonarqube:latest
docker run -d --name sonarqube -p 9000:9000 sonarqube:latest
```

Once your instance is up and running, you can log in and access the sonarqube instance from your local browser through <http://localhost:9000> using System Administrator default credentials.

```
login: admin
password: admin
```

### Step 2: Create a new project

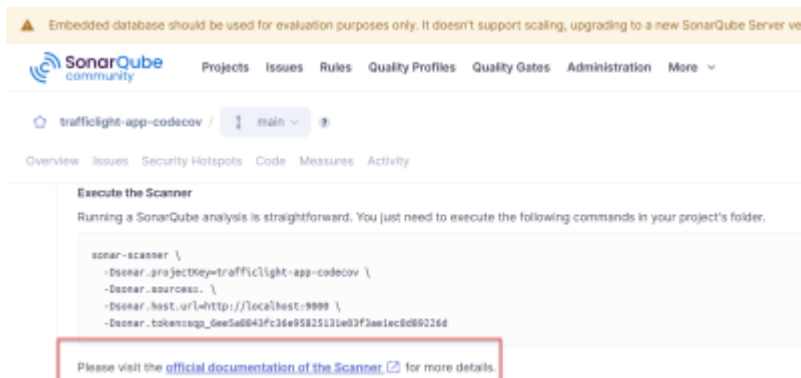
- As Project type select Create a local Project
- Then set Project display name and key and the main branch name (default: main).
- Hit the button Next
- Select Follows the instance's default
- Hit the button Create project

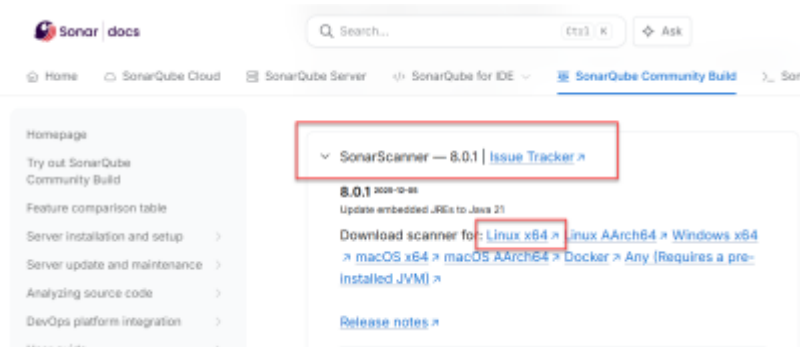
### Step 3: Analysis method

- As analysis method select Locally
- Generate the Token name (Expiration in 30 days is ok)
- Save the generated token and handle it as password.
- Hit the button Continue
- Run analysis on your project: Other → Linux

### Step 4: Download and unzip the scanner

- Download the scanner for your platform.





- Unzip it either in your project directory or in your binary-directory.

Example for Linux on AWS EC2

```
wget -N
https://binaries.sonarsource.com/<whatever-path>/sonar-scanner-cli-<whatever-version>-linux-x64.zip
sudo apt install unzip
unzip -o sonar-scanner-cli-<whatever-version>-linux-x64.zip
```

- Add the bin directory of the unzipped folder in your PATH variable and check with command whereis. Example:

```
whereis sonar-scanner
sonar-scanner: /home/ubuntu/sonar/bin/sonar-scanner
```

- Check before running code coverage that your target app (i.e. traffic light api) has the following node package are installed.

```
dependencies: {
  ...
  @types/jest: ^29.5.11,
  jest: ^29.7.0,
  jest-sonar-reporter: ^2.0.0,
  sonarqube-scanner: ^4.2.6,
  supertest: ^6.3.3
}
```

- Create in your project folder a file sonar-project.properties. Here you can store your settings, especially project-key, source-path, SonarQube host url and token. In the example the code source is in directory src and unit tests are on the same directory level in directory tests.

```
#SonarQube configuration for server connection
sonar.projectKey=?
sonar.host.url=http://localhost:9000
sonar.token=?
sonar.sources=?
sonar.exclusions=
sonar.test=tests
sonar.language=javascript
sonar.scm.disabled=true
```

```
sonar.test.inclusions=tests/*.test.js
sonar.javascript.coveragePlugin=lcov
sonar.javascript.lcov.reportPaths=./coverage/lcov.info
sonar.testExecutionReportPaths=./coverage/test-reporter.xml
sonar.sourceEncoding=UTF-8
```

### Step 5: Run the tests

- On Linux: Install jest with `sudo npm i jest-cli -g`
- Run first the code coverage with jest.

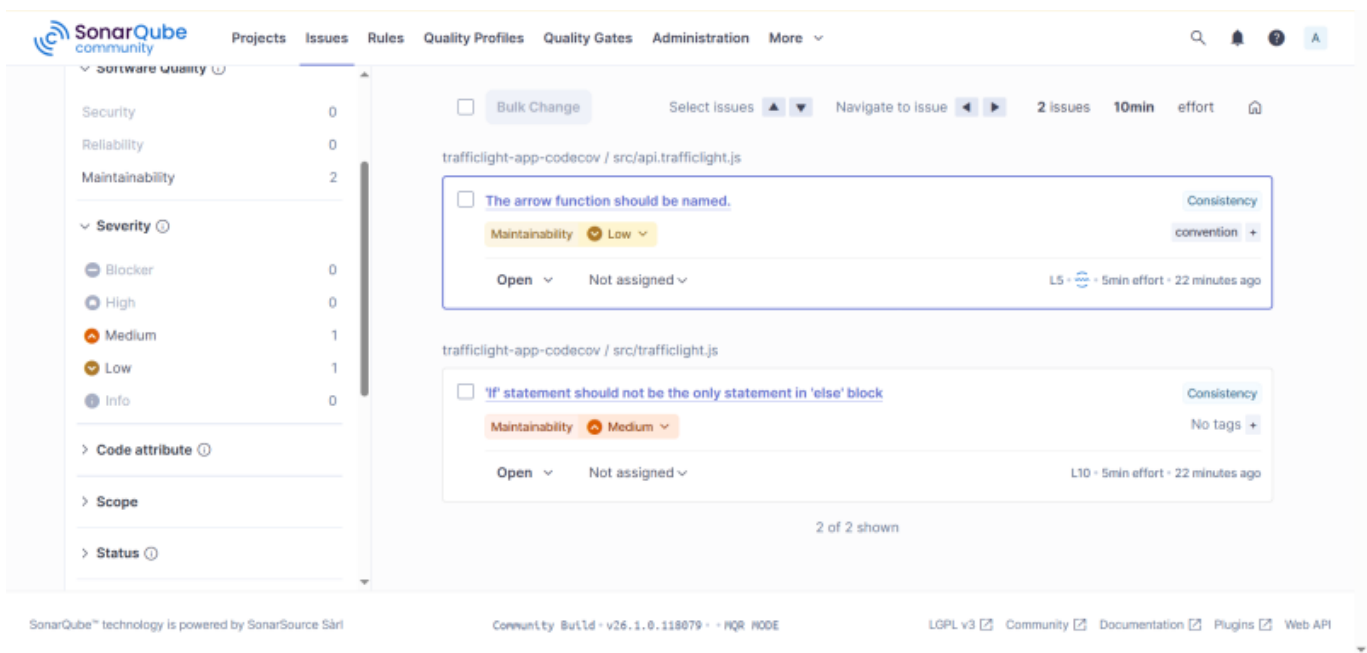
```
jest --coverage --coverageDirectory='coverage' --
collectCoverageFrom='src/**/*.js'
```

- Execute the scanner as shown.

In the example the scanner binaries are stored in the project folder. The path to the scanner is used in a bash script.

```
#!/usr/bin/bash
# Attention:
# Change CRLF (Windows) to LF (Unix on AWS) in your Editor
#
sonar-scanner \
  -Dsonar.projectKey=trafficlight-app-codecov \
  -Dsonar.sources=src \
  -Dsonar.host.url=http://localhost:9000 \
  -Dsonar.token=sqp_6ee5a8843fc36e95825131e03f3ae1ec8d89226d \
  -Dproject.settings=sonar-project.properties
```

- Analyse the generated report in SonarQube



Based on this [Article](#).

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