SonarCloud and SonarLint Setup Steps

Link your ADO account to [SonarCloud](#)

1. Go to the SonarCloud link and click "Log In" then "With Azure Devops" button
2. Let one of the senior devs know so they can add you to the SonarCloud project
3. Login again and make sure you can access the Utopia project in SonarCloud

Download and setup the SonarLint IDE tool

1. Go to https://marketplace.visualstudio.com/items?itemName=SonarSource.SonarLintforVisualStudio2019 and download the extension.
2. Restart VS if it was running. (Yes, you have to)
3. Inside VS go to Team Explorer > SonarQube > connect
4. You'll be prompted for a url and login for SonarCloud.

   - Url is https://sonarcloud.io
   - For username/password you'll need to generate an auth token. Go to SonarCloud, login, click on your profile pic > My Account. Now click the Security tab, enter a token name, and click Generate. I'd recommend saving this token into a password manager, you can only see it one time.
   - Copy this token into the Username field back in the VS login prompt, no password is needed
   - Select EFC Sonar Cloud Integration as the Project

5. In the Team Explorer > SonarQube tab, right click on Utopia and select Bind (Or update if it's already been bound)
6. It will take a minute, but all of the linter rules will be pulled down from the cloud and you should start seeing additional Warnings for security issues in the Error List tab on the bottom of the IDE (Error Code will start with an 'S')

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