1.0.0-alpha2 Release notes

New Quality Rules

2200044: Recursion should not be infinite

2200046: Ensure Serializable Types Follow Best Practices

2200048: Members of larger scope element should not have conflicting transparency annotations

Other Changes

Performance Improvement

Following two quality rules have been rewritten to improve performance
1. 2200042: Avoid creating new instance of shared instance (.NET)
2. 2200026: Avoid creating exception without throwing them

Documentation

Documentation of all QRs are now available in pdf format under doc folder.

Known Issues

EINETRULES-52 (CAST Internal ID) : Incorrect bookmarks for few "2200034:For Loop Condition Should Be Invariant"

1.0.0-alpha3 Release notes

New Quality Rules

2200050: Avoid NULL Pointer Dereference

2200052: Avoid having the same implementation in ALL BRANCHES of a conditional structure

Other Changes

Rules Improvement

2200034: For loop stop condition should be invariant, add checks for method invocation and property in stop condition.

2200028: Use Logical OR and AND instead of Bitwise OR and AND in boolean context, add case of AND bitwise operator.

2200000: Avoid local variables shadowing class fields, add case of property shadowed and check iterator variable in foreach loop.

2200024: Mutable static fields of type System.Collections.Generic.ICollection<T> or System.Array should not be public static, authorized "readonly" fields with inline initialization with an immutable type instead of any "readonly" fields.

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