Rulekeys

|  |  |
| --- | --- |
| Key | Rule |
| IsNotAllowedToUse | Is not allowed to use |
| IsAllowedToUse | Is allowed to use |
| IsOnlyAllowedToUse | Is only allowed to use |
| IsOnlyModuleAllowedToUse | Is the only module allowed to use |
| MustUse | Must use |
| BackCall | Is not allowed to use modules in higher layer (back call rule) |
| SkipCall | Is not allowed to use modules in a not directly lower layers (skip call rule) |
| InterfaceConvention | Interface convention |
| SubClassConvention | Subclass convention |
| CyclesBetweenModules | Cycles/loops between modules |

Violationtypekeys Java

|  |  |
| --- | --- |
| Key | Violationtype |
| InvocMethod | Invocation of a method |
| InvocConstructor | Invocation of a constructor |
| AccessPropertyOrField | Access of a property or field |
| ExtendsConcrete | Extending an abstract class |
| ExtendsAbstract | Extending a concrete class |
| ExtendsLibrary | Extending a library |
| ExtendsInterface | Extending an interface |
| Implements | Implements |
| Declaration | Declaration |
| Annotation | Annotation |
| Import | Import |
| Exception | Exceptions |

Violationtypekeys C#

|  |  |
| --- | --- |
| Key | Violationtype |
| InvocMethod | Invocation of a method |
| InvocConstructor | Invocation of a constructor |
| AccessPropertyOrField | Access of a property or field |
| Extends | Extending a class |
| Implements | Implements |
| Declaration | Declaration |
| Annotation | Annotation |
| Import | Import |
| Exception | Exceptions |
| Delegate | Delegate |