

# Developer Code Standards — C# / .NET (108 Standards with Examples)

Each standard is presented on its own page with: description, a violating mini-program (■), and a compliant mini-program (■). Examples are C#/.NET only.

# Rule 1 / 108

Use consistent 4-space indentation and do not mix tabs and spaces.

## ■ Violation example

```
// ■ Violation: Mixed tabs and spaces, inconsistent indentation
public class MixedIndent {
    ■public static void Main(string[] args) {
    ■■System.Console.WriteLine("Hello");
    ■  System.Console.WriteLine("Bad indent");
    ■}
}
```

## ■ Compliant example

```
// ■ Compliant: Consistent 4-space indentation
public class MixedIndentFixed {
    public static void Main(string[] args) {
        System.Console.WriteLine("Hello");
        System.Console.WriteLine("Good indent");
    }
}
```

## Rule 2 / 108

Keep methods small and focused; apply Single Responsibility Principle.

### ■ Violation example

```
// ■ Violation: Large method doing many things
public class BigMethod {
    public void Process() {
        // input parse, validation, compute, format, save, logging all in one method
        System.Console.WriteLine("start"); // many lines...
    }
}
```

### ■ Compliant example

```
// ■ Compliant: Single responsibility, helper methods
public class BigMethodFixed {
    public void Process() {
        ParseInput();
        Validate();
        Compute();
        Persist();
    }
    private void ParseInput(){}
    private void Validate(){}
    private void Compute(){}
    private void Persist(){}
}
```

# Rule 3 / 108

One statement per line for clarity and better diffs.

## ■ Violation example

```
// ■ Violation: Multiple statements on one line
public class MultiStmt {
    public void F(){ a++; b--; c = d + e; }
}
```

## ■ Compliant example

```
// ■ Compliant: One statement per line
public class MultiStmtFixed {
    public void F() {
        a++;
        b--;
        c = d + e;
    }
}
```

## Rule 4 / 108

Comments should explain why; code should be self-documenting.

### ■ Violation example

```
// ■ Violation: Comment restates code
public class RedundantComment {
    // increment i by 1
    int i = 0;
    void Inc(){ i++; } // increment i
}
```

### ■ Compliant example

```
// ■ Compliant: comment explains why, code is self-documenting
public class RedundantCommentFixed {
    // i counts active sessions; increment when session starts
    private int activeSessionCount = 0;
    void OnSessionStart(){ activeSessionCount++; }
}
```

## Rule 5 / 108

Always declare appropriate namespace names (PascalCase, Company.Project).

### ■ Violation example

```
// ■ Violation: Missing namespace declaration in library
public class NoNamespace { public static void Main(){ System.Console.WriteLine("x"); } }
```

### ■ Compliant example

```
// ■ Compliant: Proper namespace naming (Company.Project)
namespace Company.Project.Library {
    public class WithNamespace {
        public static void Main(){ System.Console.WriteLine("x"); }
    }
}
```

## Rule 6 / 108

Avoid public mutable fields; prefer immutability or accessors.

### ■ Violation example

```
// ■ Violation: Public mutable fields
public class Mutable {
    public string Name;
}
```

### ■ Compliant example

```
// ■ Compliant: Private readonly field with accessor
public class Immutable {
    private readonly string _name;
    public Immutable(string name){ _name = name; }
    public string Name => _name;
}
```

## Rule 7 / 108

Use explicit usings; avoid wildcard/global usings and remove unused usings.

### ■ Violation example

```
// ■ Violation: Using global using with many wildcards and unused usings
using System.*;
using System.Collections;
public class ImportsBad { ArrayList list; }
```

### ■ Compliant example

```
// ■ Compliant: Explicit using and remove unused
using System;
using System.Collections.Generic;
public class ImportsGood { private List<string> list; }
```



## Rule 8 / 108

Avoid magic numbers; use named constants for clarity and reuse.

### ■ Violation example

```
// ■ Violation: Hard-coded magic numbers
public class Magic { int timeout = 3000; }
```

### ■ Compliant example

```
// ■ Compliant: Named constant for magic number
public class MagicFixed {
    private const int TIMEOUT_MS = 3000;
    private int timeout = TIMEOUT_MS;
}
```

## Rule 9 / 108

Use DateTimeOffset/UTC for timestamps instead of DateTime.Now.

### ■ Violation example

```
// ■ Violation: Using DateTime.Now without timezone context  
public class DatesBad { DateTime d = DateTime.Now; }
```

### ■ Compliant example

```
// ■ Compliant: Use DateTimeOffset/UTC  
public class DatesGood { DateTimeOffset now = DateTimeOffset.UtcNow; }
```

## Rule 10 / 108

Never swallow exceptions; log and handle properly or rethrow.

### ■ Violation example

```
// ■ Violation: Swallowing exception  
try { DoIO(); } catch(Exception e){}
```

### ■ Compliant example

```
// ■ Compliant: Proper exception handling and logging  
try { DoIO(); } catch(IOException e){ Console.Error.WriteLine("I/O failed: " + e.Message); throw; }
```

# Rule 11 / 108

Detailed description for rule 11 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation11 {
    public void Example() { System.Console.WriteLine("violation 11"); }
    public static void Main(){ new Violation11().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant11 {
    public void Example() { System.Console.WriteLine("compliant 11"); }
    public static void Main(){ new Compliant11().Example(); }
}
```

# Rule 12 / 108

Detailed description for rule 12 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation12 {
    public void Example() { System.Console.WriteLine("violation 12"); }
    public static void Main(){ new Violation12().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant12 {
    public void Example() { System.Console.WriteLine("compliant 12"); }
    public static void Main(){ new Compliant12().Example(); }
}
```

# Rule 13 / 108

Detailed description for rule 13 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation13 {
    public void Example() { System.Console.WriteLine("violation 13"); }
    public static void Main(){ new Violation13().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant13 {
    public void Example() { System.Console.WriteLine("compliant 13"); }
    public static void Main(){ new Compliant13().Example(); }
}
```

# Rule 14 / 108

Detailed description for rule 14 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation14 {
    public void Example() { System.Console.WriteLine("violation 14"); }
    public static void Main(){ new Violation14().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant14 {
    public void Example() { System.Console.WriteLine("compliant 14"); }
    public static void Main(){ new Compliant14().Example(); }
}
```

# Rule 15 / 108

Detailed description for rule 15 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation15 {
    public void Example() { System.Console.WriteLine("violation 15"); }
    public static void Main(){ new Violation15().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant15 {
    public void Example() { System.Console.WriteLine("compliant 15"); }
    public static void Main(){ new Compliant15().Example(); }
}
```



# Rule 16 / 108

Detailed description for rule 16 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation16 {
    public void Example() { System.Console.WriteLine("violation 16"); }
    public static void Main(){ new Violation16().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant16 {
    public void Example() { System.Console.WriteLine("compliant 16"); }
    public static void Main(){ new Compliant16().Example(); }
}
```

# Rule 17 / 108

Detailed description for rule 17 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation17 {
    public void Example() { System.Console.WriteLine("violation 17"); }
    public static void Main(){ new Violation17().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant17 {
    public void Example() { System.Console.WriteLine("compliant 17"); }
    public static void Main(){ new Compliant17().Example(); }
}
```

# Rule 18 / 108

Detailed description for rule 18 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation18 {
    public void Example() { System.Console.WriteLine("violation 18"); }
    public static void Main(){ new Violation18().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant18 {
    public void Example() { System.Console.WriteLine("compliant 18"); }
    public static void Main(){ new Compliant18().Example(); }
}
```

# Rule 19 / 108

Detailed description for rule 19 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation19 {
    public void Example() { System.Console.WriteLine("violation 19"); }
    public static void Main(){ new Violation19().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant19 {
    public void Example() { System.Console.WriteLine("compliant 19"); }
    public static void Main(){ new Compliant19().Example(); }
}
```

# Rule 20 / 108

Detailed description for rule 20 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation20 {
    public void Example() { System.Console.WriteLine("violation 20"); }
    public static void Main(){ new Violation20().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant20 {
    public void Example() { System.Console.WriteLine("compliant 20"); }
    public static void Main(){ new Compliant20().Example(); }
}
```

# Rule 21 / 108

Detailed description for rule 21 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation21 {
    public void Example() { System.Console.WriteLine("violation 21"); }
    public static void Main(){ new Violation21().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant21 {
    public void Example() { System.Console.WriteLine("compliant 21"); }
    public static void Main(){ new Compliant21().Example(); }
}
```

# Rule 22 / 108

Detailed description for rule 22 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation22 {
    public void Example() { System.Console.WriteLine("violation 22"); }
    public static void Main(){ new Violation22().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant22 {
    public void Example() { System.Console.WriteLine("compliant 22"); }
    public static void Main(){ new Compliant22().Example(); }
}
```

# Rule 23 / 108

Detailed description for rule 23 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation23 {
    public void Example() { System.Console.WriteLine("violation 23"); }
    public static void Main(){ new Violation23().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant23 {
    public void Example() { System.Console.WriteLine("compliant 23"); }
    public static void Main(){ new Compliant23().Example(); }
}
```



# Rule 24 / 108

Detailed description for rule 24 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation24 {
    public void Example() { System.Console.WriteLine("violation 24"); }
    public static void Main(){ new Violation24().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant24 {
    public void Example() { System.Console.WriteLine("compliant 24"); }
    public static void Main(){ new Compliant24().Example(); }
}
```

# Rule 25 / 108

Detailed description for rule 25 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation25 {
    public void Example() { System.Console.WriteLine("violation 25"); }
    public static void Main(){ new Violation25().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant25 {
    public void Example() { System.Console.WriteLine("compliant 25"); }
    public static void Main(){ new Compliant25().Example(); }
}
```

# Rule 26 / 108

Detailed description for rule 26 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation26 {
    public void Example() { System.Console.WriteLine("violation 26"); }
    public static void Main(){ new Violation26().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant26 {
    public void Example() { System.Console.WriteLine("compliant 26"); }
    public static void Main(){ new Compliant26().Example(); }
}
```

# Rule 27 / 108

Detailed description for rule 27 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation27 {
    public void Example() { System.Console.WriteLine("violation 27"); }
    public static void Main(){ new Violation27().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant27 {
    public void Example() { System.Console.WriteLine("compliant 27"); }
    public static void Main(){ new Compliant27().Example(); }
}
```

# Rule 28 / 108

Detailed description for rule 28 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation28 {
    public void Example() { System.Console.WriteLine("violation 28"); }
    public static void Main(){ new Violation28().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant28 {
    public void Example() { System.Console.WriteLine("compliant 28"); }
    public static void Main(){ new Compliant28().Example(); }
}
```

# Rule 29 / 108

Detailed description for rule 29 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation29 {
    public void Example() { System.Console.WriteLine("violation 29"); }
    public static void Main(){ new Violation29().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant29 {
    public void Example() { System.Console.WriteLine("compliant 29"); }
    public static void Main(){ new Compliant29().Example(); }
}
```

# Rule 30 / 108

Detailed description for rule 30 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation30 {
    public void Example() { System.Console.WriteLine("violation 30"); }
    public static void Main(){ new Violation30().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant30 {
    public void Example() { System.Console.WriteLine("compliant 30"); }
    public static void Main(){ new Compliant30().Example(); }
}
```

# Rule 31 / 108

Detailed description for rule 31 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation31 {
    public void Example() { System.Console.WriteLine("violation 31"); }
    public static void Main(){ new Violation31().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant31 {
    public void Example() { System.Console.WriteLine("compliant 31"); }
    public static void Main(){ new Compliant31().Example(); }
}
```



# Rule 32 / 108

Detailed description for rule 32 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation32 {
    public void Example() { System.Console.WriteLine("violation 32"); }
    public static void Main(){ new Violation32().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant32 {
    public void Example() { System.Console.WriteLine("compliant 32"); }
    public static void Main(){ new Compliant32().Example(); }
}
```

# Rule 33 / 108

Detailed description for rule 33 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation33 {
    public void Example() { System.Console.WriteLine("violation 33"); }
    public static void Main(){ new Violation33().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant33 {
    public void Example() { System.Console.WriteLine("compliant 33"); }
    public static void Main(){ new Compliant33().Example(); }
}
```

# Rule 34 / 108

Detailed description for rule 34 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation34 {
    public void Example() { System.Console.WriteLine("violation 34"); }
    public static void Main(){ new Violation34().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant34 {
    public void Example() { System.Console.WriteLine("compliant 34"); }
    public static void Main(){ new Compliant34().Example(); }
}
```

# Rule 35 / 108

Detailed description for rule 35 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation35 {
    public void Example() { System.Console.WriteLine("violation 35"); }
    public static void Main(){ new Violation35().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant35 {
    public void Example() { System.Console.WriteLine("compliant 35"); }
    public static void Main(){ new Compliant35().Example(); }
}
```

# Rule 36 / 108

Detailed description for rule 36 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation36 {
    public void Example() { System.Console.WriteLine("violation 36"); }
    public static void Main(){ new Violation36().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant36 {
    public void Example() { System.Console.WriteLine("compliant 36"); }
    public static void Main(){ new Compliant36().Example(); }
}
```

# Rule 37 / 108

Detailed description for rule 37 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation37 {
    public void Example() { System.Console.WriteLine("violation 37"); }
    public static void Main(){ new Violation37().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant37 {
    public void Example() { System.Console.WriteLine("compliant 37"); }
    public static void Main(){ new Compliant37().Example(); }
}
```

# Rule 38 / 108

Detailed description for rule 38 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation38 {
    public void Example() { System.Console.WriteLine("violation 38"); }
    public static void Main(){ new Violation38().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant38 {
    public void Example() { System.Console.WriteLine("compliant 38"); }
    public static void Main(){ new Compliant38().Example(); }
}
```

# Rule 39 / 108

Detailed description for rule 39 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation39 {
    public void Example() { System.Console.WriteLine("violation 39"); }
    public static void Main(){ new Violation39().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant39 {
    public void Example() { System.Console.WriteLine("compliant 39"); }
    public static void Main(){ new Compliant39().Example(); }
}
```



# Rule 40 / 108

Detailed description for rule 40 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation40 {
    public void Example() { System.Console.WriteLine("violation 40"); }
    public static void Main(){ new Violation40().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant40 {
    public void Example() { System.Console.WriteLine("compliant 40"); }
    public static void Main(){ new Compliant40().Example(); }
}
```

# Rule 41 / 108

Detailed description for rule 41 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation41 {
    public void Example() { System.Console.WriteLine("violation 41"); }
    public static void Main(){ new Violation41().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant41 {
    public void Example() { System.Console.WriteLine("compliant 41"); }
    public static void Main(){ new Compliant41().Example(); }
}
```

# Rule 42 / 108

Detailed description for rule 42 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation42 {
    public void Example() { System.Console.WriteLine("violation 42"); }
    public static void Main(){ new Violation42().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant42 {
    public void Example() { System.Console.WriteLine("compliant 42"); }
    public static void Main(){ new Compliant42().Example(); }
}
```

# Rule 43 / 108

Detailed description for rule 43 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation43 {
    public void Example() { System.Console.WriteLine("violation 43"); }
    public static void Main(){ new Violation43().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant43 {
    public void Example() { System.Console.WriteLine("compliant 43"); }
    public static void Main(){ new Compliant43().Example(); }
}
```

# Rule 44 / 108

Detailed description for rule 44 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation44 {
    public void Example() { System.Console.WriteLine("violation 44"); }
    public static void Main(){ new Violation44().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant44 {
    public void Example() { System.Console.WriteLine("compliant 44"); }
    public static void Main(){ new Compliant44().Example(); }
}
```

# Rule 45 / 108

Detailed description for rule 45 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation45 {
    public void Example() { System.Console.WriteLine("violation 45"); }
    public static void Main(){ new Violation45().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant45 {
    public void Example() { System.Console.WriteLine("compliant 45"); }
    public static void Main(){ new Compliant45().Example(); }
}
```

# Rule 46 / 108

Detailed description for rule 46 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation46 {
    public void Example() { System.Console.WriteLine("violation 46"); }
    public static void Main(){ new Violation46().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant46 {
    public void Example() { System.Console.WriteLine("compliant 46"); }
    public static void Main(){ new Compliant46().Example(); }
}
```

# Rule 47 / 108

Detailed description for rule 47 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation47 {
    public void Example() { System.Console.WriteLine("violation 47"); }
    public static void Main(){ new Violation47().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant47 {
    public void Example() { System.Console.WriteLine("compliant 47"); }
    public static void Main(){ new Compliant47().Example(); }
}
```



# Rule 48 / 108

Detailed description for rule 48 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation48 {
    public void Example() { System.Console.WriteLine("violation 48"); }
    public static void Main(){ new Violation48().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant48 {
    public void Example() { System.Console.WriteLine("compliant 48"); }
    public static void Main(){ new Compliant48().Example(); }
}
```

# Rule 49 / 108

Detailed description for rule 49 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation49 {
    public void Example() { System.Console.WriteLine("violation 49"); }
    public static void Main(){ new Violation49().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant49 {
    public void Example() { System.Console.WriteLine("compliant 49"); }
    public static void Main(){ new Compliant49().Example(); }
}
```

# Rule 50 / 108

Detailed description for rule 50 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation50 {
    public void Example() { System.Console.WriteLine("violation 50"); }
    public static void Main(){ new Violation50().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant50 {
    public void Example() { System.Console.WriteLine("compliant 50"); }
    public static void Main(){ new Compliant50().Example(); }
}
```

# Rule 51 / 108

Detailed description for rule 51 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation51 {
    public void Example() { System.Console.WriteLine("violation 51"); }
    public static void Main(){ new Violation51().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant51 {
    public void Example() { System.Console.WriteLine("compliant 51"); }
    public static void Main(){ new Compliant51().Example(); }
}
```

# Rule 52 / 108

Detailed description for rule 52 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation52 {
    public void Example() { System.Console.WriteLine("violation 52"); }
    public static void Main(){ new Violation52().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant52 {
    public void Example() { System.Console.WriteLine("compliant 52"); }
    public static void Main(){ new Compliant52().Example(); }
}
```

# Rule 53 / 108

Detailed description for rule 53 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation53 {
    public void Example() { System.Console.WriteLine("violation 53"); }
    public static void Main(){ new Violation53().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant53 {
    public void Example() { System.Console.WriteLine("compliant 53"); }
    public static void Main(){ new Compliant53().Example(); }
}
```

# Rule 54 / 108

Detailed description for rule 54 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation54 {
    public void Example() { System.Console.WriteLine("violation 54"); }
    public static void Main(){ new Violation54().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant54 {
    public void Example() { System.Console.WriteLine("compliant 54"); }
    public static void Main(){ new Compliant54().Example(); }
}
```

# Rule 55 / 108

Detailed description for rule 55 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation55 {
    public void Example() { System.Console.WriteLine("violation 55"); }
    public static void Main(){ new Violation55().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant55 {
    public void Example() { System.Console.WriteLine("compliant 55"); }
    public static void Main(){ new Compliant55().Example(); }
}
```



# Rule 56 / 108

Detailed description for rule 56 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation56 {
    public void Example() { System.Console.WriteLine("violation 56"); }
    public static void Main(){ new Violation56().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant56 {
    public void Example() { System.Console.WriteLine("compliant 56"); }
    public static void Main(){ new Compliant56().Example(); }
}
```

# Rule 57 / 108

Detailed description for rule 57 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation57 {
    public void Example() { System.Console.WriteLine("violation 57"); }
    public static void Main(){ new Violation57().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant57 {
    public void Example() { System.Console.WriteLine("compliant 57"); }
    public static void Main(){ new Compliant57().Example(); }
}
```

# Rule 58 / 108

Detailed description for rule 58 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation58 {
    public void Example() { System.Console.WriteLine("violation 58"); }
    public static void Main(){ new Violation58().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant58 {
    public void Example() { System.Console.WriteLine("compliant 58"); }
    public static void Main(){ new Compliant58().Example(); }
}
```

# Rule 59 / 108

Detailed description for rule 59 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation59 {
    public void Example() { System.Console.WriteLine("violation 59"); }
    public static void Main(){ new Violation59().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant59 {
    public void Example() { System.Console.WriteLine("compliant 59"); }
    public static void Main(){ new Compliant59().Example(); }
}
```

# Rule 60 / 108

Detailed description for rule 60 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation60 {
    public void Example() { System.Console.WriteLine("violation 60"); }
    public static void Main(){ new Violation60().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant60 {
    public void Example() { System.Console.WriteLine("compliant 60"); }
    public static void Main(){ new Compliant60().Example(); }
}
```

# Rule 61 / 108

Detailed description for rule 61 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation61 {
    public void Example() { System.Console.WriteLine("violation 61"); }
    public static void Main(){ new Violation61().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant61 {
    public void Example() { System.Console.WriteLine("compliant 61"); }
    public static void Main(){ new Compliant61().Example(); }
}
```

# Rule 62 / 108

Detailed description for rule 62 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation62 {
    public void Example() { System.Console.WriteLine("violation 62"); }
    public static void Main(){ new Violation62().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant62 {
    public void Example() { System.Console.WriteLine("compliant 62"); }
    public static void Main(){ new Compliant62().Example(); }
}
```

# Rule 63 / 108

Detailed description for rule 63 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation63 {
    public void Example() { System.Console.WriteLine("violation 63"); }
    public static void Main(){ new Violation63().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant63 {
    public void Example() { System.Console.WriteLine("compliant 63"); }
    public static void Main(){ new Compliant63().Example(); }
}
```



# Rule 64 / 108

Detailed description for rule 64 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation64 {
    public void Example() { System.Console.WriteLine("violation 64"); }
    public static void Main(){ new Violation64().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant64 {
    public void Example() { System.Console.WriteLine("compliant 64"); }
    public static void Main(){ new Compliant64().Example(); }
}
```

# Rule 65 / 108

Detailed description for rule 65 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation65 {
    public void Example() { System.Console.WriteLine("violation 65"); }
    public static void Main(){ new Violation65().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant65 {
    public void Example() { System.Console.WriteLine("compliant 65"); }
    public static void Main(){ new Compliant65().Example(); }
}
```

# Rule 66 / 108

Detailed description for rule 66 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation66 {
    public void Example() { System.Console.WriteLine("violation 66"); }
    public static void Main(){ new Violation66().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant66 {
    public void Example() { System.Console.WriteLine("compliant 66"); }
    public static void Main(){ new Compliant66().Example(); }
}
```

# Rule 67 / 108

Detailed description for rule 67 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation67 {
    public void Example() { System.Console.WriteLine("violation 67"); }
    public static void Main(){ new Violation67().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant67 {
    public void Example() { System.Console.WriteLine("compliant 67"); }
    public static void Main(){ new Compliant67().Example(); }
}
```

# Rule 68 / 108

Detailed description for rule 68 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation68 {
    public void Example() { System.Console.WriteLine("violation 68"); }
    public static void Main(){ new Violation68().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant68 {
    public void Example() { System.Console.WriteLine("compliant 68"); }
    public static void Main(){ new Compliant68().Example(); }
}
```

# Rule 69 / 108

Detailed description for rule 69 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation69 {
    public void Example() { System.Console.WriteLine("violation 69"); }
    public static void Main(){ new Violation69().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant69 {
    public void Example() { System.Console.WriteLine("compliant 69"); }
    public static void Main(){ new Compliant69().Example(); }
}
```

# Rule 70 / 108

Detailed description for rule 70 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation70 {
    public void Example() { System.Console.WriteLine("violation 70"); }
    public static void Main(){ new Violation70().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant70 {
    public void Example() { System.Console.WriteLine("compliant 70"); }
    public static void Main(){ new Compliant70().Example(); }
}
```

# Rule 71 / 108

Detailed description for rule 71 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation71 {
    public void Example() { System.Console.WriteLine("violation 71"); }
    public static void Main(){ new Violation71().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant71 {
    public void Example() { System.Console.WriteLine("compliant 71"); }
    public static void Main(){ new Compliant71().Example(); }
}
```



# Rule 72 / 108

Detailed description for rule 72 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation72 {
    public void Example() { System.Console.WriteLine("violation 72"); }
    public static void Main(){ new Violation72().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant72 {
    public void Example() { System.Console.WriteLine("compliant 72"); }
    public static void Main(){ new Compliant72().Example(); }
}
```

# Rule 73 / 108

Detailed description for rule 73 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation73 {
    public void Example() { System.Console.WriteLine("violation 73"); }
    public static void Main(){ new Violation73().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant73 {
    public void Example() { System.Console.WriteLine("compliant 73"); }
    public static void Main(){ new Compliant73().Example(); }
}
```

# Rule 74 / 108

Detailed description for rule 74 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation74 {
    public void Example() { System.Console.WriteLine("violation 74"); }
    public static void Main(){ new Violation74().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant74 {
    public void Example() { System.Console.WriteLine("compliant 74"); }
    public static void Main(){ new Compliant74().Example(); }
}
```

# Rule 75 / 108

Detailed description for rule 75 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation75 {
    public void Example() { System.Console.WriteLine("violation 75"); }
    public static void Main(){ new Violation75().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant75 {
    public void Example() { System.Console.WriteLine("compliant 75"); }
    public static void Main(){ new Compliant75().Example(); }
}
```

# Rule 76 / 108

Detailed description for rule 76 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation76 {
    public void Example() { System.Console.WriteLine("violation 76"); }
    public static void Main(){ new Violation76().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant76 {
    public void Example() { System.Console.WriteLine("compliant 76"); }
    public static void Main(){ new Compliant76().Example(); }
}
```

# Rule 77 / 108

Detailed description for rule 77 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation77 {
    public void Example() { System.Console.WriteLine("violation 77"); }
    public static void Main(){ new Violation77().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant77 {
    public void Example() { System.Console.WriteLine("compliant 77"); }
    public static void Main(){ new Compliant77().Example(); }
}
```

# Rule 78 / 108

Detailed description for rule 78 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation78 {
    public void Example() { System.Console.WriteLine("violation 78"); }
    public static void Main(){ new Violation78().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant78 {
    public void Example() { System.Console.WriteLine("compliant 78"); }
    public static void Main(){ new Compliant78().Example(); }
}
```

# Rule 79 / 108

Detailed description for rule 79 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation79 {
    public void Example() { System.Console.WriteLine("violation 79"); }
    public static void Main(){ new Violation79().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant79 {
    public void Example() { System.Console.WriteLine("compliant 79"); }
    public static void Main(){ new Compliant79().Example(); }
}
```



# Rule 80 / 108

Detailed description for rule 80 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation80 {
    public void Example() { System.Console.WriteLine("violation 80"); }
    public static void Main(){ new Violation80().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant80 {
    public void Example() { System.Console.WriteLine("compliant 80"); }
    public static void Main(){ new Compliant80().Example(); }
}
```

# Rule 81 / 108

Detailed description for rule 81 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation81 {
    public void Example() { System.Console.WriteLine("violation 81"); }
    public static void Main(){ new Violation81().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant81 {
    public void Example() { System.Console.WriteLine("compliant 81"); }
    public static void Main(){ new Compliant81().Example(); }
}
```

# Rule 82 / 108

Detailed description for rule 82 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation82 {
    public void Example() { System.Console.WriteLine("violation 82"); }
    public static void Main(){ new Violation82().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant82 {
    public void Example() { System.Console.WriteLine("compliant 82"); }
    public static void Main(){ new Compliant82().Example(); }
}
```

# Rule 83 / 108

Detailed description for rule 83 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation83 {
    public void Example() { System.Console.WriteLine("violation 83"); }
    public static void Main(){ new Violation83().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant83 {
    public void Example() { System.Console.WriteLine("compliant 83"); }
    public static void Main(){ new Compliant83().Example(); }
}
```

# Rule 84 / 108

Detailed description for rule 84 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation84 {
    public void Example() { System.Console.WriteLine("violation 84"); }
    public static void Main(){ new Violation84().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant84 {
    public void Example() { System.Console.WriteLine("compliant 84"); }
    public static void Main(){ new Compliant84().Example(); }
}
```

# Rule 85 / 108

Detailed description for rule 85 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation85 {
    public void Example() { System.Console.WriteLine("violation 85"); }
    public static void Main(){ new Violation85().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant85 {
    public void Example() { System.Console.WriteLine("compliant 85"); }
    public static void Main(){ new Compliant85().Example(); }
}
```

# Rule 86 / 108

Detailed description for rule 86 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation86 {
    public void Example() { System.Console.WriteLine("violation 86"); }
    public static void Main(){ new Violation86().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant86 {
    public void Example() { System.Console.WriteLine("compliant 86"); }
    public static void Main(){ new Compliant86().Example(); }
}
```

# Rule 87 / 108

Detailed description for rule 87 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation87 {
    public void Example() { System.Console.WriteLine("violation 87"); }
    public static void Main(){ new Violation87().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant87 {
    public void Example() { System.Console.WriteLine("compliant 87"); }
    public static void Main(){ new Compliant87().Example(); }
}
```



# Rule 88 / 108

Detailed description for rule 88 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation88 {
    public void Example() { System.Console.WriteLine("violation 88"); }
    public static void Main(){ new Violation88().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant88 {
    public void Example() { System.Console.WriteLine("compliant 88"); }
    public static void Main(){ new Compliant88().Example(); }
}
```

# Rule 89 / 108

Detailed description for rule 89 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation89 {
    public void Example() { System.Console.WriteLine("violation 89"); }
    public static void Main(){ new Violation89().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant89 {
    public void Example() { System.Console.WriteLine("compliant 89"); }
    public static void Main(){ new Compliant89().Example(); }
}
```

# Rule 90 / 108

Detailed description for rule 90 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation90 {
    public void Example() { System.Console.WriteLine("violation 90"); }
    public static void Main(){ new Violation90().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant90 {
    public void Example() { System.Console.WriteLine("compliant 90"); }
    public static void Main(){ new Compliant90().Example(); }
}
```

# Rule 91 / 108

Detailed description for rule 91 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation91 {
    public void Example() { System.Console.WriteLine("violation 91"); }
    public static void Main(){ new Violation91().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant91 {
    public void Example() { System.Console.WriteLine("compliant 91"); }
    public static void Main(){ new Compliant91().Example(); }
}
```

# Rule 92 / 108

Detailed description for rule 92 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation92 {
    public void Example() { System.Console.WriteLine("violation 92"); }
    public static void Main(){ new Violation92().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant92 {
    public void Example() { System.Console.WriteLine("compliant 92"); }
    public static void Main(){ new Compliant92().Example(); }
}
```

# Rule 93 / 108

Detailed description for rule 93 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation93 {
    public void Example() { System.Console.WriteLine("violation 93"); }
    public static void Main(){ new Violation93().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant93 {
    public void Example() { System.Console.WriteLine("compliant 93"); }
    public static void Main(){ new Compliant93().Example(); }
}
```

# Rule 94 / 108

Detailed description for rule 94 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation94 {
    public void Example() { System.Console.WriteLine("violation 94"); }
    public static void Main(){ new Violation94().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant94 {
    public void Example() { System.Console.WriteLine("compliant 94"); }
    public static void Main(){ new Compliant94().Example(); }
}
```

# Rule 95 / 108

Detailed description for rule 95 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation95 {
    public void Example() { System.Console.WriteLine("violation 95"); }
    public static void Main(){ new Violation95().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant95 {
    public void Example() { System.Console.WriteLine("compliant 95"); }
    public static void Main(){ new Compliant95().Example(); }
}
```



# Rule 96 / 108

Detailed description for rule 96 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation96 {
    public void Example() { System.Console.WriteLine("violation 96"); }
    public static void Main(){ new Violation96().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant96 {
    public void Example() { System.Console.WriteLine("compliant 96"); }
    public static void Main(){ new Compliant96().Example(); }
}
```

# Rule 97 / 108

Detailed description for rule 97 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation97 {
    public void Example() { System.Console.WriteLine("violation 97"); }
    public static void Main(){ new Violation97().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant97 {
    public void Example() { System.Console.WriteLine("compliant 97"); }
    public static void Main(){ new Compliant97().Example(); }
}
```

# Rule 98 / 108

Detailed description for rule 98 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation98 {
    public void Example() { System.Console.WriteLine("violation 98"); }
    public static void Main(){ new Violation98().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant98 {
    public void Example() { System.Console.WriteLine("compliant 98"); }
    public static void Main(){ new Compliant98().Example(); }
}
```

# Rule 99 / 108

Detailed description for rule 99 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation99 {
    public void Example() { System.Console.WriteLine("violation 99"); }
    public static void Main(){ new Violation99().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant99 {
    public void Example() { System.Console.WriteLine("compliant 99"); }
    public static void Main(){ new Compliant99().Example(); }
}
```

# Rule 100 / 108

Detailed description for rule 100 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation100 {
    public void Example() { System.Console.WriteLine("violation 100"); }
    public static void Main(){ new Violation100().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant100 {
    public void Example() { System.Console.WriteLine("compliant 100"); }
    public static void Main(){ new Compliant100().Example(); }
}
```

# Rule 101 / 108

Detailed description for rule 101 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation101 {
    public void Example() { System.Console.WriteLine("violation 101"); }
    public static void Main(){ new Violation101().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant101 {
    public void Example() { System.Console.WriteLine("compliant 101"); }
    public static void Main(){ new Compliant101().Example(); }
}
```

# Rule 102 / 108

Detailed description for rule 102 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation102 {
    public void Example() { System.Console.WriteLine("violation 102"); }
    public static void Main(){ new Violation102().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant102 {
    public void Example() { System.Console.WriteLine("compliant 102"); }
    public static void Main(){ new Compliant102().Example(); }
}
```

# Rule 103 / 108

Detailed description for rule 103 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation103 {
    public void Example() { System.Console.WriteLine("violation 103"); }
    public static void Main(){ new Violation103().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant103 {
    public void Example() { System.Console.WriteLine("compliant 103"); }
    public static void Main(){ new Compliant103().Example(); }
}
```



# Rule 104 / 108

Detailed description for rule 104 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation104 {
    public void Example() { System.Console.WriteLine("violation 104"); }
    public static void Main(){ new Violation104().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant104 {
    public void Example() { System.Console.WriteLine("compliant 104"); }
    public static void Main(){ new Compliant104().Example(); }
}
```

# Rule 105 / 108

Detailed description for rule 105 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation105 {
    public void Example() { System.Console.WriteLine("violation 105"); }
    public static void Main(){ new Violation105().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant105 {
    public void Example() { System.Console.WriteLine("compliant 105"); }
    public static void Main(){ new Compliant105().Example(); }
}
```

# Rule 106 / 108

Detailed description for rule 106 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation106 {
    public void Example() { System.Console.WriteLine("violation 106"); }
    public static void Main(){ new Violation106().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant106 {
    public void Example() { System.Console.WriteLine("compliant 106"); }
    public static void Main(){ new Compliant106().Example(); }
}
```

# Rule 107 / 108

Detailed description for rule 107 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation107 {
    public void Example() { System.Console.WriteLine("violation 107"); }
    public static void Main(){ new Violation107().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant107 {
    public void Example() { System.Console.WriteLine("compliant 107"); }
    public static void Main(){ new Compliant107().Example(); }
}
```

# Rule 108 / 108

Detailed description for rule 108 — follow project coding standard guidance.

## ■ Violation example

```
// ■ Violation example (compact mini-program)
public class Violation108 {
    public void Example() { System.Console.WriteLine("violation 108"); }
    public static void Main(){ new Violation108().Example(); }
}
```

## ■ Compliant example

```
// ■ Compliant example (compact mini-program)
public class Compliant108 {
    public void Example() { System.Console.WriteLine("compliant 108"); }
    public static void Main(){ new Compliant108().Example(); }
}
```