

# Go static code analysis: Control flow statements "if", "for" and "switch" should not be nested too deeply

1 minute

Nested if, for, while, switch, and try statements are key ingredients for making what's known as "Spaghetti code".

Such code is hard to read, refactor and therefore maintain.

## Noncompliant Code Example

With the default threshold of 3:

```
if condition1 { // Compliant - depth = 1
    /* ... */
    if condition2 { // Compliant - depth = 2
        /* ... */
        for i := 1; i <= 10; i++ { // Compliant - depth = 3, not
exceeding the limit
            /* ... */
            if condition4 { // Noncompliant - depth = 4
                if condition5 { // Depth = 5, exceeding the limit,
but issues are only reported on depth = 4
                    /* ... */
                }
            }
            return
        }
    }
}
```