

modify the loops' counters

"switch" statements should not be

Methods and properties should not be

Control flow statements "if", "switch",

"for", "foreach", "while", "do" and "try"

should not be nested too deeply

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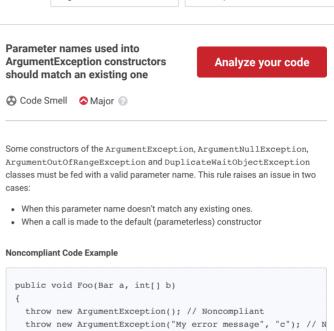
too complex

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nested

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Compliant Solution

```
public void Foo(Bar a, Bar b)
 throw new ArgumentException("My error message", "a");
 throw new ArgumentException("My error message", "b", inner
  throw new ArgumentNullException("a");
 throw new ArgumentNullException(nameof(a));
 throw new ArgumentNullException("a", "My error message");
 throw new ArgumentOutOfRangeException("b");
  throw new ArgumentOutOfRangeException("b", "My error messa
 throw new ArgumentOutOfRangeException("b", b, "My error me
 throw new DuplicateWaitObjectException("b", "My error mess
```

Exceptions

The rule won't raise an issue if the parameter name is not a constant value (inline declaration, nameof() or const variable).

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"switch/Select" statements should contain a "default/Case Else" clauses

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"if ... else if" constructs should end with "else" clauses

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Control structures should use curly braces

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Expressions should not be too complex

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