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C# static code analysis

Unique rules to find Bugs, Vulnerabilities, Security Hotspots, and Code Smells in your C# code

All rules **409**

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Search by name...

"protected" members

Code Smell

Underscores should be used to make large numbers readable

Code Smell

"ToString()" calls should not be redundant

Code Smell

"==" should not be used when "Equals" is overridden

Code Smell

An abstract class should have both abstract and concrete methods

Code Smell

Multiple variables should not be declared on the same line

Code Smell

Culture should be specified for "string" operations

Code Smell

"switch" statements should have at least 3 "case" clauses

Code Smell

break statements should not be used except for switch cases

Code Smell

String literals should not be duplicated

Code Smell

Files should contain an empty newline at the end

Code Smell

Unused "using" should be removed

Code Smell

"switch" statements should have at least 3 "case" clauses

Analyze your code

Code Smell Minor bad-practice

switch statements and expressions are useful when there are many different cases depending on the value of the same expression.

When a switch statement or expression is simple enough, the code will be more readable with a single if, if-else or ternary conditional operator.

Noncompliant Code Example

```
switch (variable)
{
    case 0:
        doSomething();
        break;
    default:
        doSomethingElse();
        break;
}

var foo = variable switch
{
    0 => doSomething(),
    _ => doSomethingElse(),
}
```





Compliant Solution

```
if (variable == 0)
{
    doSomething();
}
else
{
    doSomethingElse();
}

var foo = variable == 0
? doSomething()
: doSomethingElse();
```

Available In:

sonarlint | sonarcloud | sonarqube

A close curly brace should be located at the beginning of a line  Code Smell
Tabulation characters should not be used  Code Smell
Methods and properties should be named in PascalCase  Code Smell
Track uses of in-source issue suppressions  Code Smell