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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

Vulnerability 34

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"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

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

Analyze your code

Code Smell Critical ?

This rule applies whenever an `if` statement is followed by one or more `else if` statements; the final `else if` should be followed by an `else` statement.

The requirement for a final `else` statement is defensive programming.

The `else` statement should either take appropriate action or contain a suitable comment as to why no action is taken. This is consistent with the requirement to have a final default clause in a `switch` statement.

Noncompliant Code Example

```
if (x == 0)
{
    DoSomething();
}
else if (x == 1)
{
    DoSomethingElse();
}
```

Compliant Solution





```
if (x == 0)
{
    DoSomething();
}
else if (x == 1)
{
    DoSomethingElse();
}
else
{
    throw new InvalidOperationException();
}
```

Exceptions

None

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