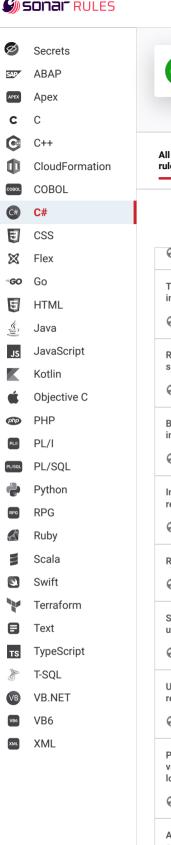
Q

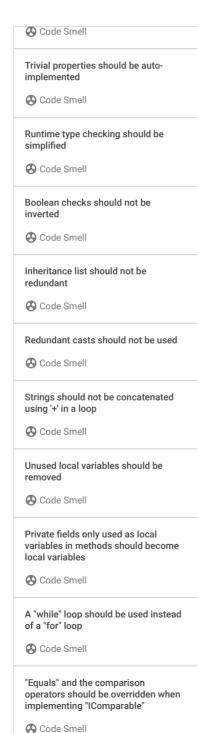
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```
C# static code analysis
            Unique rules to find Bugs, Vulnerabilities, Security
            Hotspots, and Code Smells in your C# code
                                                               O Quick
Fix
                                                                                         (52)
ΔII
    409
                                                Security
                                                         (28)
            6 Vulnerability (34)
                                # Bug (76)
rules
                                                Hotspot
```

Tags



Nested code blocks should not be

used

Code Smell

```
Loops with at most one iteration
                                               Analyze your code
should be refactored
👬 Bug 🔷 Major 🕝
A loop with at most one iteration is equivalent to the use of an if statement to
conditionally execute one piece of code. If the initial intention of the author was
really to conditionally execute one piece of code, an if statement should be used
instead. If that was not the initial intention of the author, the body of the loop should
be fixed to use the nested return, break or throw statements in a more
appropriate way.
Noncompliant Code Example
  for (int i = 0; i < 10; i++)
      Console.WriteLine(i);
      break; // Noncompliant, loop only executes once
  }
  foreach (var item in items)
      return item; // Noncompliant, loop only executes once
Compliant Solution
  for (int i = 0; i < 10; i++)
      Console.WriteLine(i);
  }
  var item = items.FirstOrDefault();
  if (item != null)
  {
      return item;
  }
 Available In:
 sonarlint ⊕ | sonarcloud ♦ | sonarqube
```

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Overriding members should do more than simply call the same member in the base class

Code Smell

"Any()" should be used to test for emptiness

Code Smell

Boolean literals should not be redundant

Code Smell

Empty statements should be removed

Code Smell