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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

Jump statements should not be redundant

Analyze your code

Code Smell Minor redundant clumsy

Jump statements, such as `return`, `yield`, `break`, `goto`, and `continue` let you change the default flow of program execution, but jump statements that direct the control flow to the original direction are just a waste of keystrokes.

Noncompliant Code Example





```
void Foo()
{
    goto A; // Noncompliant
    A:
    while (condition1)
    {
        if (condition2)
        {
            continue; // Noncompliant
        }
        else
        {
            DoTheThing();
        }
    }
    return; // Noncompliant; this is a void method
}
```

Compliant Solution

```
void Foo()
{
    while (condition1)
    {
        if (!condition2)
        {
            DoTheThing();
        }
    }
}
```

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