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# C# static code analysis

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

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Code Smell

URI Parameters should not be strings

Code Smell

Custom attributes should be marked with "System.AttributeUsageAttribute"

Code Smell

Assemblies should explicitly specify COM visibility

Code Smell

Assemblies should be marked as CLS compliant

Code Smell

"Generic.List" instances should not be part of public APIs

Code Smell

Collections should implement the generic interface

Code Smell

Generic event handlers should be used

Code Smell

Event Handlers should have the correct signature

Code Smell

"Assembly.GetExecutingAssembly" should not be called

Code Smell

Arguments of public methods should be validated against null

Code Smell

Value types should implement "IEquatable<T>"

Code Smell

Finalizers should not be empty

## Static fields should not be used in generic types

Analyze your code

Code Smell Major ?

A static field in a generic type is not shared among instances of different closed constructed types, thus `LengthLimitedSingletonCollection<int>.instances` and `LengthLimitedSingletonCollection<string>.instances` will point to different objects, even though instances is seemingly shared among all `LengthLimitedSingletonCollection<>` generic classes.

If you need to have a static field shared among instances with different generic arguments, define a non-generic base class to store your static members, then set your generic type to inherit from the base class.

### Noncompliant Code Example

```
public class LengthLimitedSingletonCollection<T> where T : new()
{
    protected const int MaxAllowedLength = 5;
    protected static Dictionary<Type, object> instances = new Dictionary<Type, object>();

    public static T GetInstance()
    {
        object instance;





        if (!instances.TryGetValue(typeof(T), out instance))
        {
            if (instances.Count >= MaxAllowedLength)
            {
                throw new Exception();
            }
            instance = new T();
            instances.Add(typeof(T), instance);
        }
        return (T)instance;
    }
}
```

### Compliant Solution

```
public class SingletonCollectionBase
{
    protected static Dictionary<Type, object> instances = new Dictionary<Type, object>();
}

public class LengthLimitedSingletonCollection<T> : SingletonCollectionBase
{
    protected const int MaxAllowedLength = 5;

    public static T GetInstance()
    {
        object instance;
        if (!instances.TryGetValue(typeof(T), out instance))
        {
            if (instances.Count >= MaxAllowedLength)
            {
                throw new Exception();
            }
            instance = new T();
            instances.Add(typeof(T), instance);
        }
        return (T)instance;
    }
}
```

 Code Smell
<b>"[ExpectedException]" should not be used</b>  Code Smell
<b>"this" should not be exposed from constructors</b>  Code Smell
<b>Types should not have members with visibility set higher than the type's visibility</b>  Code Smell
<b>Fields should be private</b>

```
if (!instances.TryGetValue(typeof(T), out instance))
{
    if (instances.Count >= MaxAllowedLength)
    {
        throw new Exception();
    }
    instance = new T();
    instances.Add(typeof(T), instance);
}
return (T)instance;
}
```

Exceptions

If the static field or property uses a type parameter, then the developer is assumed to understand that the static member is not shared among the closed constructed types.

```
public class Cache<T>
{
    private static Dictionary<string, T> CacheDictionary { get; }
}
```

Available In:

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