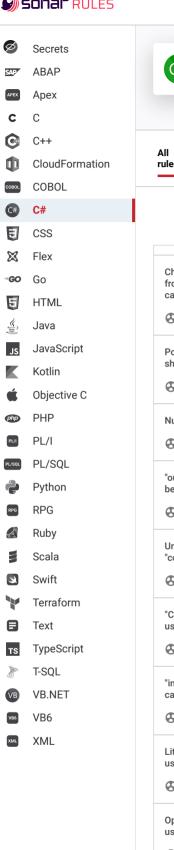
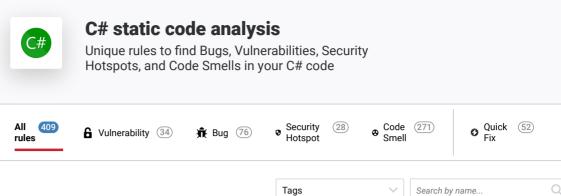
Analyze your code

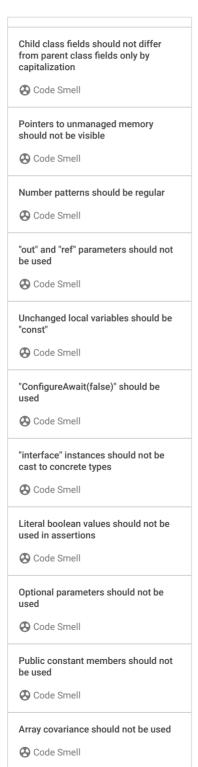




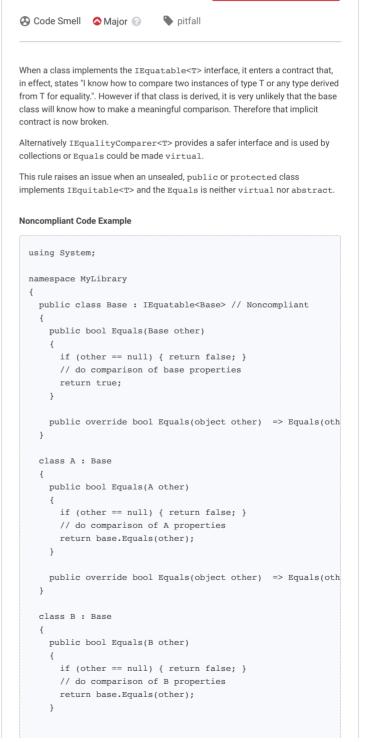


Classes implementing

"IEquatable<T>" should be sealed



"nameof" should be used



Code Smell

Modulus results should not be checked for direct equality

Code Smell

"for" loop increment clauses should modify the loops' counters

Code Smell

"switch" statements should not be nested

Code Smell

Methods and properties should not be too complex

```
public override bool Equals(object other) => Equals(oth
internal class Program
 static void Main(string[] args)
     A a = new A();
     B b = new B();
      Console.WriteLine(a.Equals(b)); // This calls the W
                                      // to be called whi
                                      // a and b are diff
                                      // called and Equal
                                      // different types.
```

Compliant Solution

```
using System;
namespace MyLibrary
   public sealed class Foo : IEquatable<Foo>
       public bool Equals(Foo other)
            // Your code here
}
```

See

IEqualityComparer<T> Interface

Available In:

sonarlint ⊕ | sonarcloud & | sonarqube

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