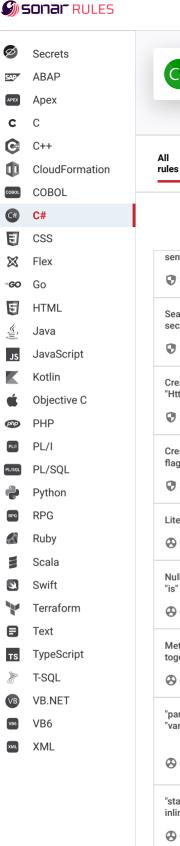
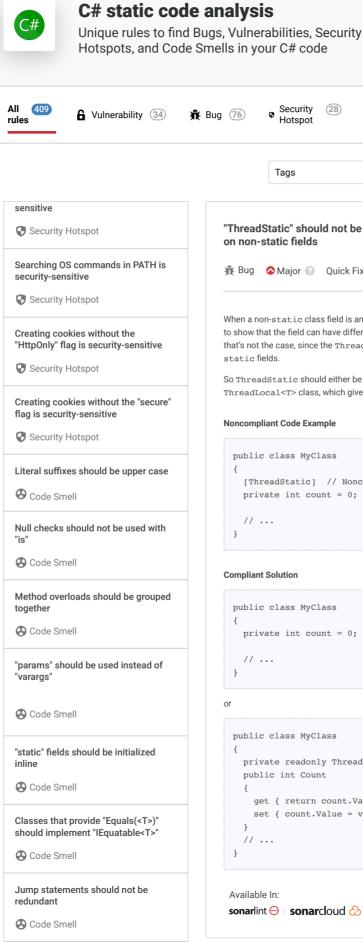
O Quick 52 Fix







Member initializer values should not

be redundant

```
Tags
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"ThreadStatic" should not be used
                                              Analyze your code
on non-static fields
👬 Bug 🔷 Major 🕝 Quick Fix 🔞
                                       unused
When a non-static class field is annotated with ThreadStatic, the code seems
to show that the field can have different values for different calling threads, but
that's not the case, since the ThreadStatic attribute is simply ignored on non-
static fields.
So ThreadStatic should either be removed or replaced with a use of the
ThreadLocal<T> class, which gives a similar behavior for non-static fields.
Noncompliant Code Example
 public class MyClass
    [ThreadStatic] // Noncompliant
    private int count = 0;
 }
Compliant Solution
 public class MyClass
    private int count = 0;
 public class MyClass
    private readonly ThreadLocal<int> count = new ThreadLocal
    public int Count
      get { return count.Value; }
      set { count.Value = value; }
    //
  }
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```

Security

Hotspot

(28)

Unassigned members should be removed
Code Smell

Empty "case" clauses that fall through to the "default" should be omitted
Code Smell

Parameters with "
[DefaultParameterValue]" attributes should also be marked "[Optional]"
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Interfaces should not simply inherit from base interfaces with colliding

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