Secrets

ABAP

Apex

C

C++

CloudFormation

COBOL

C#

CSS

Flex

Go

HTML

Java

JavaScript

Kotlin

Objective C

PHP

PL/I

PL/SQL

Python

RPG

Ruby

Scala

Swift

Terraform

Text

TypeScript

T-SQL

VB.NET

VB6

XML

C# static code analysis

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

All rules 409	Vulnerability 34	Bug 76	Security Hotspot 28	Code Smell 271	Quick Fix 52

Tags ˅   Search by name...

Code Smell

Multidimensional arrays should not be used

Code Smell

"static readonly" constants should be "const" instead

Code Smell

Strings or integral types should be used for indexers

Code Smell

Parameter names should not duplicate the names of their methods

Code Smell

Track use of "NotImplementedException"

Code Smell

Empty "default" clauses should be removed

Code Smell

Redundant property names should be omitted in anonymous classes

Code Smell

Declarations and initializations should be as concise as possible

Code Smell

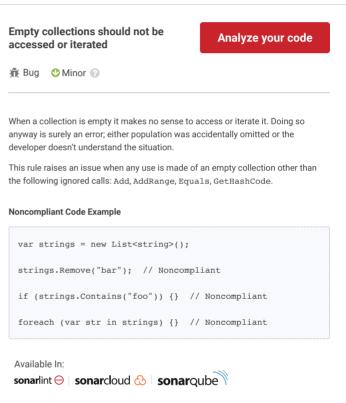**Default parameter values should not be passed as arguments**

Code Smell

Constructor and destructor declarations should not be redundant

Code Smell

Method parameters should be declared with base types

Code Smell

Empty collections should not be accessed or iterated

Analyze your code

🐞 Bug ⊻ Minor ⊚

When a collection is empty it makes no sense to access or iterate it. Doing so anyway is surely an error; either population was accidentally omitted or the developer doesn't understand the situation.

This rule raises an issue when any use is made of an empty collection other than the following ignored calls: Add, AddRange, Equals, GetHashCode.

Noncompliant Code Example

```
var strings = new List<string>();

strings.Remove("bar");  // Noncompliant

if (strings.Contains("foo")) {}  // Noncompliant

foreach (var str in strings) {}  // Noncompliant
```

Available In:

sonarlint ⊝ | sonarcloud ⊛ | sonarqube

The simplest possible condition syntax should be used

☢ Code Smell

Redundant parentheses should not be used

☢ Code Smell

"GC.SuppressFinalize" should not be invoked for types without destructors

☢ Code Smell

Members should not be initialized to default values

☢ Code Smell