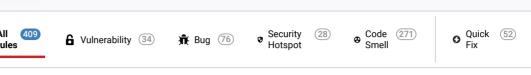




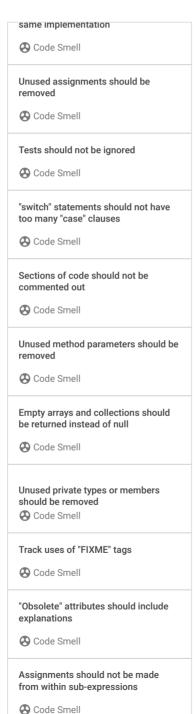
Unique rules to find Bugs, Vulnerabilities, Security Hotspots, and Code Smells in your C# code



Serialization event handlers

👬 Bug 🔷 Major 🕝

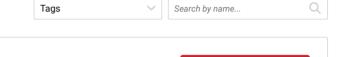
should be implemented correctly



General exceptions should never be

thrown

Code Smell



Analyze your code

Serialization event handlers that don't have the correct signature will simply not be called, thus bypassing any attempts to augment the automated de/serialization.

This rule raises an issue when a method marked with one of the following attributes is public, static, does not return void, has type parameters, or does not have a single parameter of type

System.Runtime.Serialization.StreamingContext:

- System.Runtime.Serialization.OnSerializingAttribute
- System.Runtime.Serialization.OnSerializedAttribute
- System.Runtime.Serialization.OnDeserializingAttribute
- System.Runtime.Serialization.OnDeserializedAttribute

Noncompliant Code Example

```
[Serializable]
public class Foo
    [OnSerializing]
    public void OnSerializing(StreamingContext context) {} /
    [OnSerialized]
    int OnSerialized(StreamingContext context) {} // Noncomp
    [OnDeserializing]
    void OnDeserializing() \{\} // Noncompliant should have a
    [OnSerializing]
    public void OnSerializing2<T>(StreamingContext context)
    [OnDeserialized]
    void OnDeserialized(StreamingContext context, string str
```

Compliant Solution

```
[Serializable]
public class Foo
   [OnSerializing]
   private void OnSerializing(StreamingContext context) {}
   [OnSerialized]
   private void OnSerialized(StreamingContext context) {}
    [OnDeserializing]
   private void OnDeserializing(StreamingContext context) {
    [OnDeserialized]
```

Utility classes should not have public constructors

Code Smell

Local variables should not shadow class fields

Code Smell

Redundant pairs of parentheses should be removed

Code Smell

Inheritance tree of classes should not be too deep

Code Smell

private void OnDeserialized(StreamingContext context) {}

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