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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

"ISerializable" should be implemented correctly

Code Smell

"Assembly.Load" should be used

Code Smell

"IDisposable" should be implemented correctly

Code Smell

"ServiceContract" and "OperationContract" attributes should be used together

Code Smell

Composite format strings should be used correctly

Code Smell

Exceptions should not be explicitly rethrown

Code Smell

"abstract" classes should not have "public" constructors

Code Smell

Assertion arguments should be passed in the correct order

Code Smell

Ternary operators should not be nested

Code Smell

Events should be invoked

Code Smell

"params" should be used on overrides

Code Smell

Generic type parameters should be

## "GC.Collect" should not be called

Analyze your code

Code Smell Critical performance unpredictable bad-practice

Calling `GC.Collect` is rarely necessary, and can significantly affect application performance. That's because it triggers a blocking operation that examines every *object in memory* for cleanup. Further, you don't have control over when this blocking cleanup will actually run.





As a general rule, the consequences of calling this method far outweigh the benefits unless perhaps you've just triggered some event that is unique in the run of your program that caused a lot of long-lived objects to die.

This rule raises an issue when `GC.Collect` is invoked.

### Noncompliant Code Example

```
static void Main(string[] args)
{
    // ...
    GC.Collect(2, GCCollectionMode.Optimized); // Noncompliant
}
```

Available In: sonarlint sonarcloud sonarqube

<b>co/contravariant when possible</b>  Code Smell
<b>Multiple "OrderBy" calls should not be used</b>  Code Smell
<b>Reflection should not be used to increase accessibility of classes, methods, or fields</b>  Code Smell
<b>Static fields should not be updated in constructors</b>  Code Smell