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## C# static code analysis

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

All rules 409

Vulnerability 34

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"protected" members

Code Smell

Underscores should be used to make large numbers readable

Code Smell

"ToString()" calls should not be redundant

Code Smell

"==" should not be used when "Equals" is overridden

Code Smell

An abstract class should have both abstract and concrete methods

Code Smell

Multiple variables should not be declared on the same line

Code Smell

Culture should be specified for "string" operations

Code Smell

"switch" statements should have at least 3 "case" clauses

Code Smell

break statements should not be used except for switch cases

Code Smell

String literals should not be duplicated

Code Smell

Files should contain an empty newline at the end

Code Smell

Unused "using" should be removed

Code Smell

### Enumerations should have "Int32" storage

Analyze your code

Code Smell Minor ?

By default the storage type of an enum is `Int32`. In most cases it is not necessary to change this. In particular you will not achieve any performance gain by using a smaller data type (e.g. `Byte`) and may limit future uses.

#### Noncompliant Code Example

```
using System;

namespace MyLibrary
{
    public enum Visibility : sbyte // Noncompliant
    {
        Visible = 0,
        Invisible = 1,
    }
}
```

#### Compliant Solution

```
using System;

namespace MyLibrary
{
    public enum Visibility
    {
        Visible = 0,
        Invisible = 1,
    }
}
```

Available In:

sonarlint | sonarcloud | sonarqube

**A close curly brace should be located at the beginning of a line**

 Code Smell

**Tabulation characters should not be used**

 Code Smell

**Methods and properties should be named in PascalCase**

 Code Smell

**Track uses of in-source issue suppressions**

 Code Smell