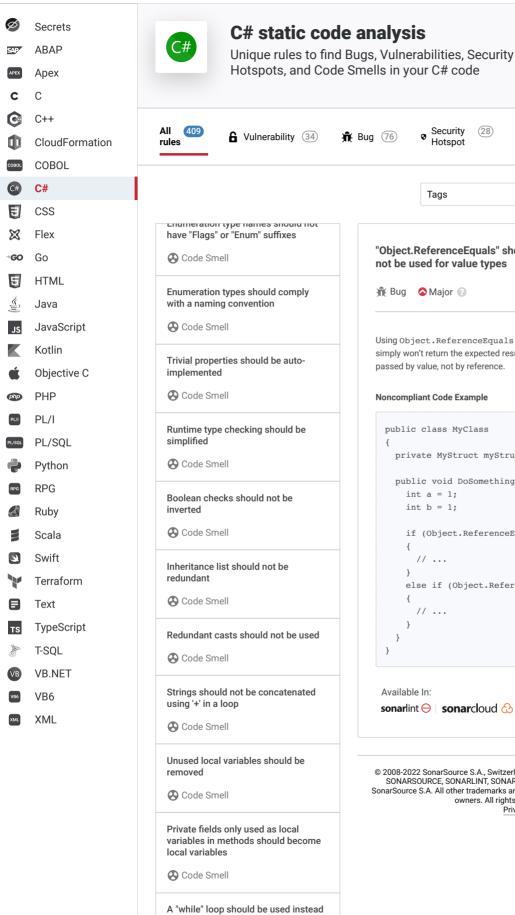
O Quick 52 Fix

Q





of a "for" loop Code Smell

"Equals" and the comparison operators should be overridden when implementing "IComparable"

```
Tags
                                       Search by name..
"Object.ReferenceEquals" should
                                             Analyze your code
not be used for value types
👬 Bug 🔷 Major 🕝
Using {\tt Object.ReferenceEquals} to compare the references of two value types
simply won't return the expected results most of the time because such types are
passed by value, not by reference.
Noncompliant Code Example
 public class MvClass
    private MyStruct myStruct;
    public void DoSomething(MyStruct s1) {
      int a = 1;
      int b = 1;
      if (Object.ReferenceEquals(myStruct, s1)) // Noncomplia
        // ...
      else if (Object.ReferenceEquals(a,b)) // Noncompliant
 Available In:
 sonarlint ⊕ | sonarcloud ↔ | sonarqube
```

Security

Hotspot

(28)

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Nested code blocks should not be used
Code Smell

Overriding members should do more than simply call the same member in the base class
Code Smell

"Any()" should be used to test for emptiness
Code Smell

Boolean literals should not be