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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 | Bug 76 | Security Hotspot 28 | Code Smell 271 | Quick Fix 52

Tags | Search by name...

Code Smell

"if ... else if" constructs should end with "else" clauses
Code Smell

Control structures should use curly braces
Code Smell

Expressions should not be too complex
Code Smell

ASP.NET HTTP request validation feature should not be disabled
Vulnerability

Serialization constructors should be secured
Vulnerability

Calculations should not overflow
Bug

Floating point numbers should not be tested for equality
Bug

Increment (++) and decrement (--) operators should not be used in a method call or mixed with other operators in an expression
Code Smell

Use a testable date/time provider.
Code Smell

Property names should not match get methods
Code Smell

Locales should be set for data types
Code Smell

Exceptions should not be explicitly rethrown

Analyze your code

Code Smell | Major | Quick Fix | error-handling confusing

When rethrowing an exception, you should do it by simply calling `throw;` and not `throw exc;`, because the stack trace is reset with the second syntax, making debugging a lot harder.

Noncompliant Code Example

```
try
{}
catch(ExceptionType1 exc)
{
  Console.WriteLine(exc);
  throw exc; // Noncompliant; stacktrace is reset
}
catch (ExceptionType2 exc)
{
  throw new Exception("My custom message", exc);  // Complia
}
```

Compliant Solution

```
try
{}
catch(ExceptionType1 exc)
{
  Console.WriteLine(exc);
  throw;
}
catch (ExceptionType2 exc)
{
  throw new Exception("My custom message", exc);
}
```

Available In:

sonarlint | sonarcloud | sonarqube

Literals should not be passed as localized parameters

Code Smell

Operators should be overloaded consistently

Code Smell

Method signatures should not contain nested generic types

Code Smell

Enumeration members should not be named "Reserved"

Code Smell