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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

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Code Smell 271

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Tags

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Method calls should not resolve ambiguously to overloads with "params"

Code Smell

"catch" clauses should do more than rethrow

Code Smell

Generic exceptions should not be ignored

Code Smell

Mutable fields should not be "public static"

Code Smell

Enumeration type names should not have "Flags" or "Enum" suffixes

Code Smell

Enumeration types should comply with a naming convention

Code Smell

Trivial properties should be auto-implemented

Code Smell

Runtime type checking should be simplified

Code Smell

Boolean checks should not be inverted

Code Smell

Inheritance list should not be redundant

Code Smell

Redundant casts should not be used

Code Smell

Strings should not be concatenated

### Related "if/else if" statements should not have the same condition

Analyze your code

Bug Major unused pitfall

A chain of `if/else if` statements is evaluated from top to bottom. At most, only one branch will be executed: the first one with a condition that evaluates to `true`.

Therefore, duplicating a condition automatically leads to dead code. Usually, this is due to a copy/paste error. At best, it's simply dead code and at worst, it's a bug that is likely to induce further bugs as the code is maintained, and obviously it could lead to unexpected behavior.

#### Noncompliant Code Example

```
if (param == 1)
{
    OpenWindow();
}
else if (param == 2)
{
    CloseWindow();
}
else if (param == 1) // Noncompliant
{
    MoveWindowToTheBackground();
}
```

#### Compliant Solution

```
if (param == 1)
{
    OpenWindow();
}
else if (param == 2)
{
    CloseWindow();
}
else if (param == 3)
{
    MoveWindowToTheBackground();
}
```

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using '+' in a loop

 Code Smell

Unused local variables should be removed

 Code Smell

Private fields only used as local variables in methods should become local variables

 Code Smell

A "while" loop should be used instead of a "for" loop

 Code Smell

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