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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

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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

### Expressions should not be too complex

Analyze your code

Code Smell Critical ? brain-overload

The complexity of an expression is defined by the number of &&, || and condition ? ifTrue : ifFalse operators it contains.

A single expression's complexity should not become too high to keep the code readable.

#### Noncompliant Code Example

With the default threshold value of 3

```
if (((condition1 && condition2) || (condition3 && condition4
```

#### Compliant Solution

```
if ((MyFirstCondition() || MySecondCondition()) && MyLastCon
```

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