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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

Quick Fix 52

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value types should implement "IEquatable<T>"

Code Smell

Finalizers should not be empty

Code Smell

"[ExpectedException]" should not be used

Code Smell

"this" should not be exposed from constructors

Code Smell

Types should not have members with visibility set higher than the type's visibility

Code Smell

Fields should be private

Code Smell

"try" statements with identical "catch" and/or "finally" blocks should be merged

Code Smell

NullReferenceException should not be caught

Code Smell

Functions should not have too many lines of code

Code Smell

"for" loop stop conditions should be invariant

Code Smell

Statements should be on separate lines

Code Smell

Classes should not be coupled to too many other classes (Single Responsibility Principle)

### Unused type parameters should be removed

Analyze your code

Code Smell Major ? unused

Type parameters that aren't used are dead code, which can only distract and possibly confuse developers during maintenance. Therefore, unused type parameters should be removed.

#### Noncompliant Code Example





```
public class MoreMath<T> // Noncompliant; <T> is ignored
{
    public int Add<T>(int a, int b) // Noncompliant; <T> is ignored
    {
        return a + b;
    }
}
```

#### Compliant Solution

```
public class MoreMath
{
    public int Add (int a, int b)
    {
        return a + b;
    }
}
```

Available In:

sonarlint | sonarcloud | sonarqube

 Code Smell
<b>"switch case" clauses should not have too many lines of code</b>  Code Smell
<b>Magic numbers should not be used</b>  Code Smell
<b>Standard outputs should not be used directly to log anything</b>  Code Smell
<b>Files should not have too many lines of code</b>