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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

"string.IsNullOrEmpty" should be used

Analyze your code

Code Smell Minor ? clumsy

Using `string.Equals` to determine if a string is empty is significantly slower than using `string.IsNullOrEmpty()` or checking for `string.Length == 0`. `string.IsNullOrEmpty()` is both clear and concise, and therefore preferred to laborious, error-prone, manual null- and emptiness-checking.

Noncompliant Code Example

```
" ".Equals(name); // Noncompliant
!name.Equals(""); // Noncompliant
name.Equals(string.Empty); // Noncompliant
```

Compliant Solution

```
name != null && name.Length > 0 // Compliant but more error
!string.IsNullOrEmpty(name)
string.IsNullOrEmpty(name)
```

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