

- Secrets
- ABAP
- Apex
- C
- C++
- CloudFormation
- COBOL
- C#**
- CSS
- Flex
- Go
- HTML
- Java
- JavaScript
- Kotlin
- Objective C
- PHP
- PL/I
- PL/SQL
- Python
- RPG
- Ruby
- Scala
- Swift
- Terraform
- Text
- TypeScript
- T-SQL
- VB.NET
- VB6
- XML



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... 🔍

Commands from user inputs is security-sensitive

Security Hotspot

Deserializing objects without performing data validation is security-sensitive

Security Hotspot

Disabling ASP.NET "Request Validation" feature is security-sensitive

Security Hotspot

Allowing requests with excessive content length is security-sensitive

Security Hotspot

Setting loose file permissions is security-sensitive

Security Hotspot

Formatting SQL queries is security-sensitive

Security Hotspot

Using hardcoded IP addresses is security-sensitive

Security Hotspot

"goto" statement should not be used

Code Smell

"new Guid()" should not be used

Code Smell

Parameter validation in "async"/"await" methods should be wrapped

Code Smell

Parameter validation in yielding methods should be wrapped

Code Smell

Events should have proper arguments

Non-flags enums should not be used in bitwise operations

Analyze your code

Code Smell Critical Quick Fix convention

enums are usually used to identify distinct elements in a set of values. However enums can be treated as bit fields and bitwise operations can be used on them to combine the values. This is a good way of specifying multiple elements of set with a single value. When enums are used this way, it is a best practice to mark the enum with the `FlagsAttribute`.

Noncompliant Code Example

```
enum Permissions
{
    None = 0,
    Read = 1,
    Write = 2,
    Execute = 4
}
// ...

var x = Permissions.Read | Permissions.Write; // Noncompliant
```

Compliant Solution

```
[Flags]
enum Permissions
{
    None = 0,
    Read = 1,
    Write = 2,
    Execute = 4
}
// ...

var x = Permissions.Read | Permissions.Write;
```

Available In:

sonarlint | sonarcloud | sonarqube

 Code Smell

"P/Invoke" methods should not be visible

 Code Smell

Native methods should be wrapped

 Code Smell

Methods should not have identical implementations

 Code Smell

Non-flags enums should not be marked with "FlagsAttribute"

 Code Smell