

- 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... 🔍

Code Smell
Non-flags enums should not be marked with "FlagsAttribute"
Code Smell
Classes implementing "IEquatable<T>" should be sealed
Code Smell
"GC.SuppressFinalize" should not be called
Code Smell
Objects should not be disposed more than once
Code Smell
Parameter names used into ArgumentException constructors should match an existing one
Code Smell
"ISerializable" should be implemented correctly
Code Smell
"Assembly.Load" should be used
Code Smell
"IDisposable" should be implemented correctly
Code Smell
"ServiceContract" and "OperationContract" attributes should be used together
Code Smell
Composite format strings should be used correctly
Code Smell
Exceptions should not be explicitly rethrown
Code Smell

## Overflow checking should not be disabled for "Enumerable.Sum"

Analyze your code

Code Smell Critical error-handling

Enumerable.Sum() always executes addition in a checked context, so an OverflowException will be thrown if the value exceeds MaxValue even if an unchecked context was specified. Using an unchecked context anyway represents a misunderstanding of how Sum works.

This rule raises an issue when an unchecked context is specified for a Sum on integer types.

### Noncompliant Code Example

```
void Add(List<int> list)
{
    int d = unchecked(list.Sum()); // Noncompliant

    unchecked
    {
        int e = list.Sum(); // Noncompliant
    }
}
```

### Compliant Solution

```
void Add(List<int> list)
{
    int d = list.Sum();

    try
    {
        int e = list.Sum();
    }
    catch (System.OverflowException e)
    {
        // exception handling...
    }
}
```

### Exceptions

When the Sum() call is inside a try-catch block, no issues are reported.

```
void Add(List<int> list)
{
    unchecked
    {
        try
        {
            int e = list.Sum();
        }
    }
}
```

**"abstract" classes should not have "public" constructors**

 Code Smell

**Assertion arguments should be passed in the correct order**

 Code Smell

**Ternary operators should not be nested**

 Code Smell

**Events should be invoked**

 Code Smell

```
catch (System.OverflowException e)
{
    // exception handling...
}
}
```

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