C++ static code analysis: break statements should not be used except for switch cases

1 minute

`break;` is an unstructured control flow statement which makes code harder to read.

Ideally, every loop should have a single termination condition.

Noncompliant Code Example

```
for (element = list.first; element != null; element = element->next) {
// First termination condition
  if (!matches(element->value)) {                            // Second
termination condition
    break; // Noncompliant
  }

  /* ... */
}
```

Compliant Solution

```
// Compliant
for (element = list.first; element != null &&
matches(element->value); element = element->next) {
  /* ... */
}
```