C++ static code analysis: "switch case" clauses should not have too many lines of code

1-2 minutes

The `switch` statement should be used only to clearly define some new branches in the control flow. As soon as a `case` clause contains too many statements this highly decreases the readability of the overall control flow statement. In such case, the content of `case` clause should be extracted in a dedicated function.

Noncompliant Code Example

With the default threshold of 5:

```
switch (myVariable) {
  case 0: // 6 lines till next case
    methodCall1("");
    methodCall2("");
    methodCall3("");
    methodCall4("");
    methodCall5("");
    break;
  case 1:
  // ...
}
```

Compliant Solution

```
switch (myVariable) {
  case 0: // Compliant: 2 lines
    doSomething();
    break;
  case 1: // Compliant: 5 lines till next case. Curly braces after a
case are not counted if they contain the entire case body
  {
    methodCall1("");
    methodCall2("");
    methodCall3("");
    methodCall4("");
    break;
  }
  case 2:
  // ...
}
// ...
void doSomething(){
    methodCall1("");
    methodCall2("");
    methodCall3("");
    methodCall4("");
    methodCall5("");
}
```