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Ruby static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your RUBY code

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"if ... else if" constructs should end with "else" clauses

Analyze your code clauses

Code Smell

Critical ?

This rule applies whenever an `if` statement is followed by one or more `elsif` statements; the final `elsif` should be followed by an `else` statement.

The requirement for a final `else` statement is defensive programming.

The `else` statement should either take appropriate action or contain a suitable comment as to why no action is taken. This is consistent with the requirement to have a final `else` clause in a case statement.

Noncompliant Code Example

```
if x == 0
  doSomething
elsif x == 1
  doSomethingElse
end
```

Compliant Solution

```
if x == 0
  doSomething
elsif x == 1
  doSomethingElse
else
  raise 'An error has occurred'
end
```

Exceptions

When all branches of an `if-else if` end with `return`, `break` or `throw`, the code that comes after the `if` implicitly behaves as if it was in an `else` clause. This rule will therefore ignore that case.

Available In:


sonarlint  sonarcloud  sonarqube 

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"case when" clauses should not have too many lines of code

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Files should not have too many lines of code

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Lines should not be too long

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Tabulation characters should not be used

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