

Swift static code analysis: Control flow statements "if", "for", "for in", "while", "do while" and "switch" should not be nested too deeply

1 minute

Nested if, for, for in, while, do while and switch statements are a key ingredient for making what’s known as "Spaghetti code".

Such code is hard to read, refactor and therefore maintain.

Noncompliant Code Example

With the default threshold of 3:

```
if condition1 {           // Compliant - depth = 1
  /* ... */
  if condition2 {         // Compliant - depth = 2
    /* ... */
    for var i = 0; i < 10; i++ { // Compliant - depth = 3, not
exceeding the limit
      /* ... */
      if condition4 {      // Non-Compliant - depth = 4
        if condition5 {    // Depth = 5, exceeding the limit, but
issues are only reported on depth = 4
          /* ... */
        }
      }
    }
  }
}
```