

Swift static code analysis: "if ... else if" constructs should end with "else" clauses

1 minute

This rule applies whenever an `if` statement is followed by one or more `else if` statements; the final `else if` 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 `default` clause in a `switch` statement.

Noncompliant Code Example

```
if x == 0 {  
    doSomething()  
} else if x == 1 {  
    doSomethingElse()  
}
```

Compliant Solution

```
if x == 0 {  
    doSomething()  
} else if x == 1 {  
    doSomethingElse()  
} else {  
    NSError(name:"IllegalStateException", reason:"Unreachable  
else clause is reached", userInfo:nil).raise()  
}
```