

# Objective 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) {  
  /* ... */  
}
```

Available In: