

# Objective 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("");
}
```

Available In: