ndepend report summary

application name IMMRequest (v1.0.0.0) 06-24-2020 22:22:16 report build date

analysis duration 00:14

ndepend version 2020.1.1 Evaluation 15 days left baseline for comparison Baseline is same code base snapshot.

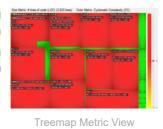
Not Defined. To import Code Coverage Data, please read this online documentation. code coverage data

Diagrams









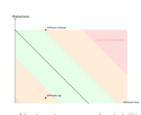
GET STARTED.

QUICK TIPS.

It is recommended to use the NDepend interactive UI capabilities

to make the most of NDepend by mastering all aspects of your code.

The present HTML report is a summary of data gathered by the analysis



BACK TO NDEPEND

Dependency Graph

View as SCALED FULL ?

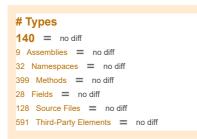
View as SCALED FULL

View as SCALED FULL

Abstractness vs. Instability View CONTROL IMAGE 1

Application Metrics

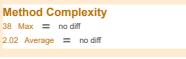






Debt 2.65% = no diff Rating Α Debt 1d 7h = no diff The technical-debt is incomplete because no coverage data specified.





Note: Further Application Statistics are avail

| Quality Gates | <u>i</u> | |
|---------------|----------|--|
| ❖ Fail | 1 | |
| • Warn | 0 | |
| Pass | 10 | |
| | | |

| Rules | | | | | |
|------------|-----|--|--|--|--|
| 1 Critical | 5 | | | | |
| ▲ Violated | 25 | | | | |
| Ok | 123 | | | | |

| Issues | | |
|--------------|-----|--|
| All | 135 | |
| Blocker | 0 | |
| Critical | 0 | |
| 📤 High | 24 | |
| Medium | 88 | |
| ≜ Low | 23 | |
| Suppressed | 0 | |
| | | |

10

0

Quality Gates summary



Some Quality Gates fail. The build can be stopped upon quality gate failure. Online documentation.



Quality Gates that measure diff cannot be run on the baseline. Hence they have blank trend and baseline value.

Name Trend Baseline Value Value Group = N/A % N/A % Project Rules \ Quality Gates Percentage Coverage Percentage Coverage on New Code N/A % N/A % Project Rules \ Quality Gates Percentage Coverage on Refactored = N/A % N/A % Project Rules \ Quality Gates Code Blocker Issues 0 issues 0 issues Project Rules \ Quality Gates Critical Issues 0 issues 0 issues Project Rules \ Quality Gates

| Name | Trend | Baseline Value | Value | Group |
|---|-------|--------------------------------|--------------------------------|-------------------------------|
| New Blocker / Critical / High Issues | | | 0 issues | Project Rules \ Quality Gates |
| Critical Rules Violated | = | 🂠 5 rules | 🂠 5 rules | Project Rules \ Quality Gates |
| Percentage Debt | = | 2 .65 % | 2 .65 % | Project Rules \ Quality Gates |
| New Debt since Baseline | | | 0 man-days | Project Rules \ Quality Gates |
| Debt Rating per Namespace | = | 0 namespaces | 0 namespaces | Project Rules \ Quality Gates |
| New Annual Interest since Baseline | | | • 0 man-days | Project Rules \ Quality Gates |
| | | | | |

Rules summary 123 25

Number of Rules or Queries with Error (syntax error, exception thrown, time-out): **0**Number of Rules violated: **30**



Rules can be checked live at development-time, from within Visual Studio. Online documentation.



Rules that rely on diff cannot be run on the baseline. Hence they have blank # Issues Fixed or Added.

| Display | 25 | records |
|---------|----|---------|
| Diopidy | 20 | 1000140 |

Showing 1 to 11 of 11 entries

| 5.0 | 1000140 | | | | | |
|----------|---|----------|-------|-------|------------|--|
| Nam | е | # Issues | Added | Fixed | Elements | Group |
| 1 | Avoid methods too big, too complex | 1 | 0 | 0 | method | Project Rules \ Code Smells |
| <u> </u> | Avoid methods potentially poorly commented | 3 | 0 | 0 | methods | Project Rules \ Code Smells |
| <u> </u> | Class with no descendant should be sealed if possible | 1 | 0 | 0 | type | Project Rules \ Object Oriented Design |
| <u> </u> | A stateless class or structure might be turned into a static type | 1 | 0 | 0 | type | Project Rules \ Object Oriented Design |
| <u> </u> | Non-static classes should be instantiated or turned to static | 3 | 0 | 0 | types | Project Rules \ Object Oriented Design |
| <u> </u> | Methods should be declared static if possible | 32 | 0 | 0 | methods | Project Rules \ Object Oriented Design |
| <u> </u> | Constructor should not call a virtual method | 7 | 0 | 0 | methods | Project Rules \ Object Oriented Design |
| <u> </u> | Avoid namespaces with few types | 11 | 0 | 0 | namespaces | Project Rules \ Design |
| <u> </u> | Attribute classes should be sealed | 4 | 0 | 0 | types | Project Rules \ Design |
| | Avoid namespaces mutually dependent | 2 | 0 | 0 | members | Project Rules \ Architecture |
| <u> </u> | Avoid namespaces dependency cycles | 1 | 0 | 0 | namespace | Project Rules \ Architecture |
| <u> </u> | Assemblies with poor cohesion (RelationalCohesion) | 3 | 0 | 0 | assemblies | Project Rules \ Architecture |
| <u> </u> | Assemblies that don't satisfy the Abstractness/Instability principle | 1 | 0 | 0 | assembly | Project Rules \ Architecture |
| <u> </u> | Potentially Dead Types | 1 | 0 | 0 | type | Project Rules \ Dead Code |
| ^ | Fields should be marked as ReadOnly when possible | 3 | 0 | 0 | fields | Project Rules \ Immutability |
| 1 | Abstract base class should be suffixed with 'Base' | 2 | 0 | 0 | types | Project Rules \ Naming Conventions |
| ^ | Exception class name should be suffixed with 'Exception' | 1 | 0 | 0 | type | Project Rules \ Naming Conventions |
| 1 | Attribute class name should be suffixed with 'Attribute' | 4 | 0 | 0 | types | Project Rules \ Naming Conventions |
| À | Types name should begin with an Upper character | 7 | 0 | 0 | types | Project Rules \ Naming Conventions |
| <u> </u> | Avoid types with name too long | 2 | 0 | 0 | types | Project Rules \ Naming Conventions |
| | Avoid having different types with same name | 1 | 0 | 0 | type | Project Rules \ Naming Conventions |
| <u> </u> | Avoid prefixing type name with parent namespace name | 10 | 0 | 0 | types | Project Rules \ Naming Conventions |
| <u> </u> | Avoid naming types and namespaces with the same identifier | 7 | 0 | 0 | types | Project Rules \ Naming Conventions |
| <u> </u> | Methods prefixed with 'Try' should return a boolean | 4 | 0 | 0 | methods | Project Rules \ Naming Conventions |

menu

items should be named Items.

Name # Issues Added Fixed Elements Group Properties and fields that represent a collection of 0 0 methods Project Rules \ Naming Conventions

1 2 Showing 1 to 25 of 30 entries