# Namespace NF.UnityLibs.Utils.RoslynCode Analysis.CodeFixProviders

## Classes

**DateTimeNowCodeFixProvider** 

<u>MathRoundCodeFixProvider</u>

**TodoStyleCodeFixProvider** 

## Class DateTimeNowCodeFixProvider

Namespace: NF. UnityLibs. Utils. RoslynCodeAnalysis. CodeFixProviders

Assembly: NF.UnityLibs.Utils.RoslynCodeAnalysis.dll

```
[ExportCodeFixProvider("C#", new string[] { }, Name = "DateTimeNowCodeFixProvider")]
[Shared]
public class DateTimeNowCodeFixProvider : CodeFixProvider
```

#### **Inheritance**

#### **Inherited Members**

<u>object.Equals(object)</u> <u>object.Equals(object, object)</u> <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

## **Properties**

## FixableDiagnosticIds

A list of diagnostic IDs that this provider can provide fixes for.

```
public override sealed ImmutableArray<string> FixableDiagnosticIds { get; }
```

## Property Value

<u>ImmutableArray</u> ♂ < <u>string</u> ♂ >

## Methods

## GetFixAllProvider()

Gets an optional <u>FixAllProvider</u> that can fix all/multiple occurrences of diagnostics fixed by this code fix provider. Return null if the provider doesn't support fix all/multiple occurrences. Otherwise, you can return any of the well known fix all providers from <u>Well KnownFixAllProviders</u> or implement your own fix all provider.

public override sealed FixAllProvider GetFixAllProvider()

#### Returns

<u>FixAllProvider</u> □

## RegisterCodeFixesAsync(CodeFixContext)

Computes one or more fixes for the specified <a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>C

public override sealed Task RegisterCodeFixesAsync(CodeFixContext context)

#### **Parameters**

A <u>CodeFixContext</u> containing context information about the diagnostics to fix. The context must only contain diagnostics with a <u>Id</u> included in the <u>FixableDiagnosticIds</u> for the current provider.

#### Returns

<u>Task</u> ☑

## Class MathRoundCodeFixProvider

Namespace: NF. UnityLibs. Utils. RoslynCodeAnalysis. CodeFixProviders

Assembly: NF.UnityLibs.Utils.RoslynCodeAnalysis.dll

```
[ExportCodeFixProvider("C#", new string[] { }, Name = "MathRoundCodeFixProvider")]
[Shared]
public class MathRoundCodeFixProvider : CodeFixProvider
```

#### **Inheritance**

<u>object</u> ∠ ← <u>CodeFixProvider</u> ← MathRoundCodeFixProvider

#### **Inherited Members**

<u>object.Equals(object)</u> <u>object.Equals(object, object)</u> <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

## **Properties**

## FixableDiagnosticIds

A list of diagnostic IDs that this provider can provide fixes for.

```
public override sealed ImmutableArray<string> FixableDiagnosticIds { get; }
```

## Property Value

<u>ImmutableArray</u> ♂ < <u>string</u> ♂ >

## Methods

## GetFixAllProvider()

Gets an optional <u>FixAllProvider</u> that can fix all/multiple occurrences of diagnostics fixed by this code fix provider. Return null if the provider doesn't support fix all/multiple occurrences. Otherwise, you can return any of the well known fix all providers from <u>Well KnownFixAllProviders</u> or implement your own fix all provider.

public override sealed FixAllProvider GetFixAllProvider()

#### Returns

<u>FixAllProvider</u> □

## RegisterCodeFixesAsync(CodeFixContext)

Computes one or more fixes for the specified <a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>C

public override sealed Task RegisterCodeFixesAsync(CodeFixContext context)

#### **Parameters**

A <u>CodeFixContext</u> containing context information about the diagnostics to fix. The context must only contain diagnostics with a <u>Id</u> included in the <u>FixableDiagnosticIds</u> for the current provider.

#### Returns

<u>Task</u> ☑

# Class TodoStyleCodeFixProvider

Namespace: NF. UnityLibs. Utils. RoslynCodeAnalysis. CodeFixProviders

Assembly: NF.UnityLibs.Utils.RoslynCodeAnalysis.dll

```
[ExportCodeFixProvider("C#", new string[] { }, Name = "TodoStyleCodeFixProvider")]
[Shared]
public class TodoStyleCodeFixProvider : CodeFixProvider
```

#### **Inheritance**

<u>object</u> ♂ ← <u>CodeFixProvider</u> ♂ ← TodoStyleCodeFixProvider

#### **Inherited Members**

<u>object.Equals(object)</u> <u>object.Equals(object, object)</u> <u>object.GetHashCode()</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u> , <u>object.ToString()</u>

## **Properties**

## FixableDiagnosticIds

A list of diagnostic IDs that this provider can provide fixes for.

```
public override sealed ImmutableArray<string> FixableDiagnosticIds { get; }
```

## Property Value

<u>ImmutableArray</u> ♂ < <u>string</u> ♂ >

## Methods

## GetFixAllProvider()

Gets an optional <u>FixAllProvider</u> that can fix all/multiple occurrences of diagnostics fixed by this code fix provider. Return null if the provider doesn't support fix all/multiple occurrences. Otherwise, you can return any of the well known fix all providers from <u>Well KnownFixAllProviders</u> or implement your own fix all provider.

public override sealed FixAllProvider GetFixAllProvider()

#### Returns

<u>FixAllProvider</u> □

## RegisterCodeFixesAsync(CodeFixContext)

Computes one or more fixes for the specified <a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext</a><a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>CodeFixContext<a>C

public override sealed Task RegisterCodeFixesAsync(CodeFixContext context)

#### **Parameters**

A <u>CodeFixContext</u> containing context information about the diagnostics to fix. The context must only contain diagnostics with a <u>Id</u> included in the <u>FixableDiagnosticIds</u> for the current provider.

#### Returns

<u>Task</u> ☑

# Namespace NF.UnityLibs.Utils.RoslynCode Analysis.DiagnosticAnalyzers

## Classes

**DateTimeNowAnalyzer** 

<u>MathRoundAnalyzer</u>

**TodoStyleAnalyzer** 

# Class DateTimeNowAnalyzer

Namespace: NF.UnityLibs.Utils.RoslynCodeAnalysis.DiagnosticAnalyzers

Assembly: NF.UnityLibs.Utils.RoslynCodeAnalysis.dll

```
[DiagnosticAnalyzer("C#", new string[] { })]
public class DateTimeNowAnalyzer : DiagnosticAnalyzer
```

#### **Inheritance**

 $\underline{object} \, \underline{\triangledown} \leftarrow \underline{DiagnosticAnalyzer} \, \underline{\triangledown} \leftarrow DateTimeNowAnalyzer$ 

#### **Inherited Members**

<u>DiagnosticAnalyzer.Equals(object)</u> , <u>DiagnosticAnalyzer.GetHashCode()</u> , <u>DiagnosticAnalyzer.ToString()</u> , <u>object.Equals(object, object)</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u>

## **Properties**

## SupportedDiagnostics

Returns a set of descriptors for the diagnostics that this analyzer is capable of producing.

```
public override ImmutableArray<DiagnosticDescriptor> SupportedDiagnostics { get; }
```

## Property Value

<u>ImmutableArray</u> < <u>DiagnosticDescriptor</u> < >

## Methods

## Initialize(AnalysisContext)

Called once at session start to register actions in the analysis context.

```
public override void Initialize(AnalysisContext context)
```

## Parameters

context <u>AnalysisContext</u>♂

# Class MathRoundAnalyzer

Namespace: NF.UnityLibs.Utils.RoslynCodeAnalysis.DiagnosticAnalyzers

Assembly: NF.UnityLibs.Utils.RoslynCodeAnalysis.dll

```
[DiagnosticAnalyzer("C#", new string[] { })]
public class MathRoundAnalyzer : DiagnosticAnalyzer
```

#### **Inheritance**

<u>object</u> ♂ ← <u>DiagnosticAnalyzer</u> ♂ ← MathRoundAnalyzer

#### **Inherited Members**

<u>DiagnosticAnalyzer.Equals(object)</u> , <u>DiagnosticAnalyzer.GetHashCode()</u> , <u>DiagnosticAnalyzer.ToString()</u> , <u>object.Equals(object, object)</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u>

## **Properties**

## SupportedDiagnostics

Returns a set of descriptors for the diagnostics that this analyzer is capable of producing.

```
public override ImmutableArray<DiagnosticDescriptor> SupportedDiagnostics { get; }
```

## Property Value

ImmutableArray < OiagnosticDescriptor < >

## Methods

## Initialize(AnalysisContext)

Called once at session start to register actions in the analysis context.

```
public override void Initialize(AnalysisContext context)
```

## Parameters

context <u>AnalysisContext</u>♂

## Class TodoStyleAnalyzer

Namespace: NF.UnityLibs.Utils.RoslynCodeAnalysis.DiagnosticAnalyzers

Assembly: NF.UnityLibs.Utils.RoslynCodeAnalysis.dll

```
[DiagnosticAnalyzer("C#", new string[] { })]
public class TodoStyleAnalyzer : DiagnosticAnalyzer
```

#### **Inheritance**

<u>object</u> ♂ ← <u>DiagnosticAnalyzer</u> ♂ ← TodoStyleAnalyzer

#### **Inherited Members**

<u>DiagnosticAnalyzer.Equals(object)</u> , <u>DiagnosticAnalyzer.GetHashCode()</u> , <u>DiagnosticAnalyzer.ToString()</u> , <u>object.Equals(object, object)</u> , <u>object.GetType()</u> , <u>object.MemberwiseClone()</u> , <u>object.ReferenceEquals(object, object)</u>

## **Properties**

## SupportedDiagnostics

Returns a set of descriptors for the diagnostics that this analyzer is capable of producing.

```
public override ImmutableArray<DiagnosticDescriptor> SupportedDiagnostics { get; }
```

## Property Value

<u>ImmutableArray</u> < <u>DiagnosticDescriptor</u> < >

## Methods

## Initialize(AnalysisContext)

Called once at session start to register actions in the analysis context.

```
public override void Initialize(AnalysisContext context)
```

## Parameters

context <u>AnalysisContext</u>♂