



# Using and developing Roslyn Analyzers

Fons Sonnemans



@fonssonemans



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# Using Roslyn Analyzers, Code Fixes and Refactorings

Analyzers, Code Fixes and Refactorings



# Analyzers

- Analyzers identify Errors, Warnings or Messages in your code as you type, i.e. without having to wait for a build.
  - Error: red squiggly line `Person p =`
  - Warning: green squiggly line `Main(string[] args)`
  - Message/suggestion: 3 dots `{ this.Gpa = gpa; }`

The screenshot shows a Visual Studio code editor with a C# file. The code is as follows:

```
11 static void Main(string[] args) {  
12  
13     if (args.Length > 2)  
14         Console.WriteLine("Yes");  
15  
16     Console.WriteLine("Done");  
17 }
```

A red squiggly line is under the `if` statement on line 13, indicating a warning. A red box highlights the `if` statement and its body. The `Console.WriteLine("Yes");` line has three dots below it, indicating a message or suggestion.

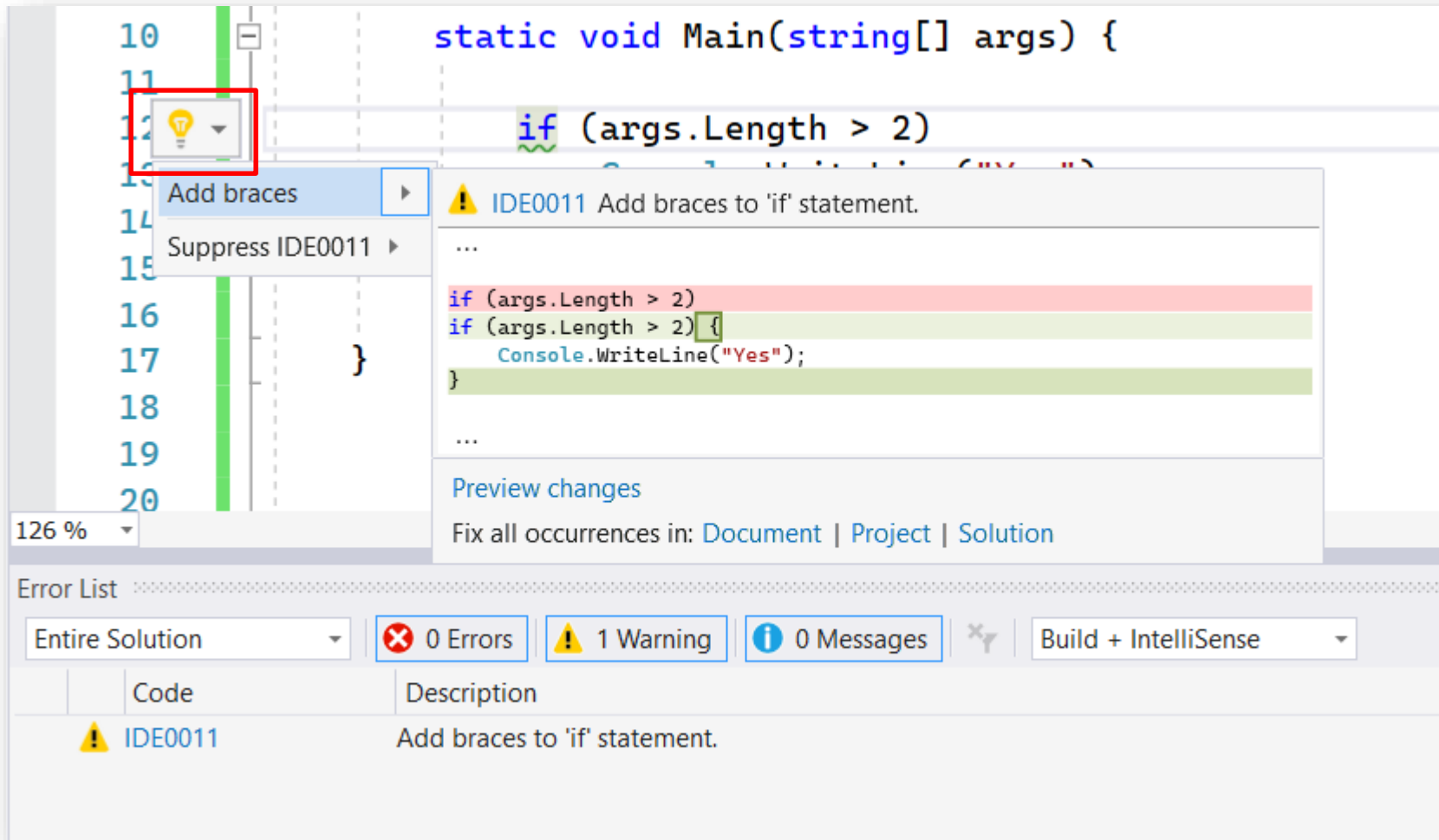
Below the code editor is the Error List window. It shows the following information:

- Entire Solution
- 0 Errors
- 1 Warning
- 0 Messages
- Build + IntelliSense

Code	Description	Project	File	Line	Suppression State	Tool
IDE0011	Add braces to 'if' statement.	ConsoleApp29	Program.cs	13	Active	Compiler

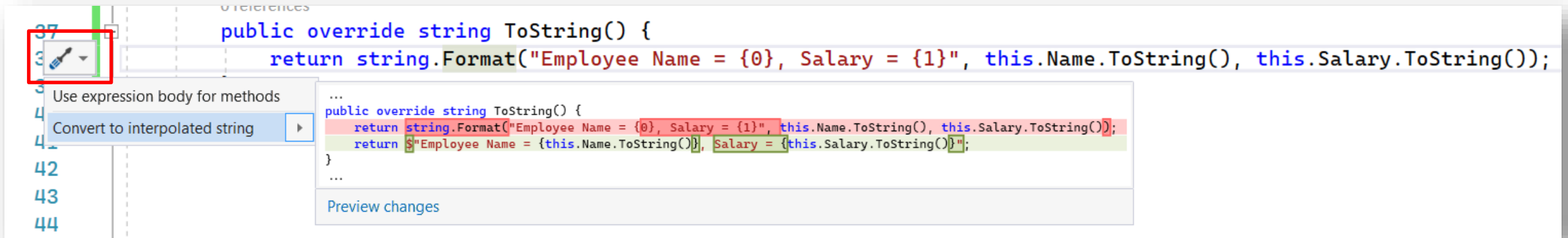
# Code Fix

- Provides fixes for Analyzer Errors, Warnings or Messages
  - Sometimes provide 'Fix all occurrences' (batching)

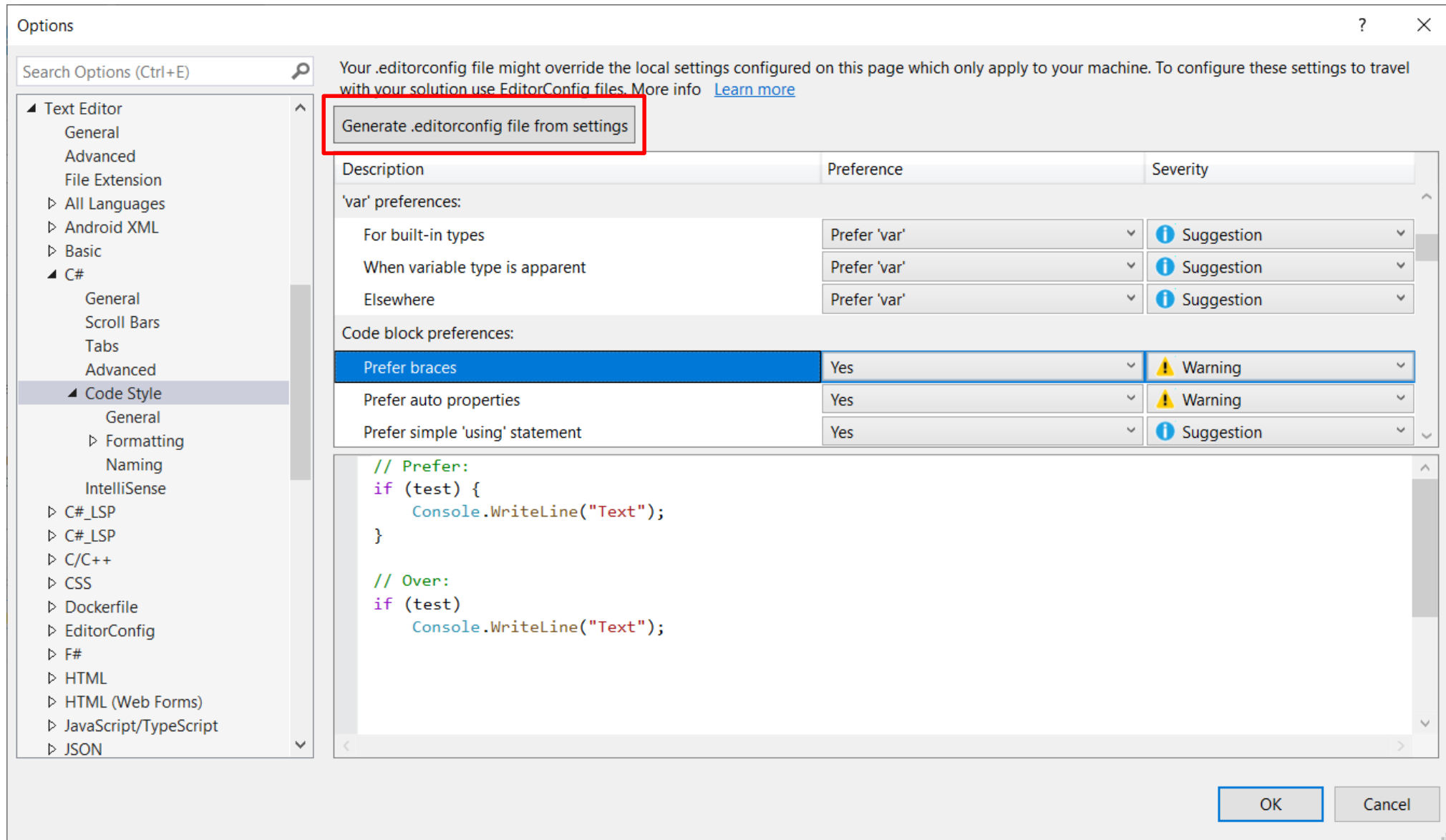


# Refactoring

- Refactoring is the process of modifying code in order to make it easier to maintain, understand, and extend, but without changing its behavior.



# C# Code Styles & Naming – Generate .editorconfig file



Options

Search Options (Ctrl+E)

- Text Editor
  - General
  - Advanced
  - File Extension
  - All Languages
  - Android XML
  - Basic
  - C#
    - General
    - Scroll Bars
    - Tabs
    - Advanced
    - Code Style**
      - General
      - Formatting
      - Naming
      - IntelliSense
    - C#\_LSP
    - C#\_LSP
    - C/C++
    - CSS
    - Dockerfile
    - EditorConfig
    - F#
    - HTML
    - HTML (Web Forms)
    - JavaScript/TypeScript
    - JSON

Your .editorconfig file might override the local settings configured on this page which only apply to your machine. To configure these settings to travel with your solution use EditorConfig files. More info [Learn more](#)

**Generate .editorconfig file from settings**

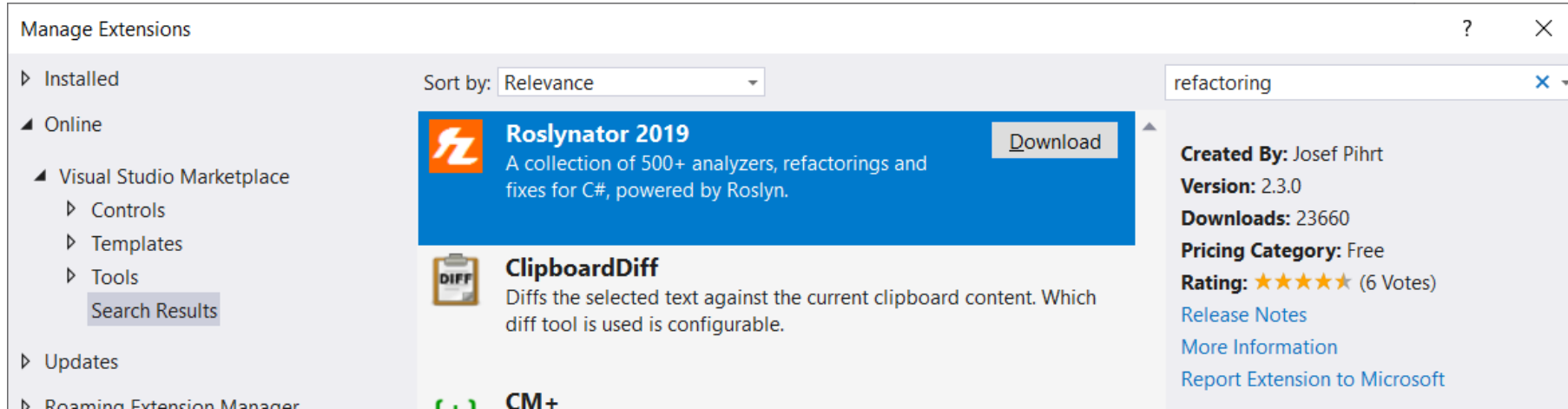
Description	Preference	Severity
<b>'var' preferences:</b>		
For built-in types	Prefer 'var'	Suggestion
When variable type is apparent	Prefer 'var'	Suggestion
Elsewhere	Prefer 'var'	Suggestion
<b>Code block preferences:</b>		
Prefer braces	Yes	Warning
Prefer auto properties	Yes	Warning
Prefer simple 'using' statement	Yes	Suggestion

```
// Prefer:  
if (test) {  
    Console.WriteLine("Text");  
}  
  
// Over:  
if (test)  
    Console.WriteLine("Text");
```

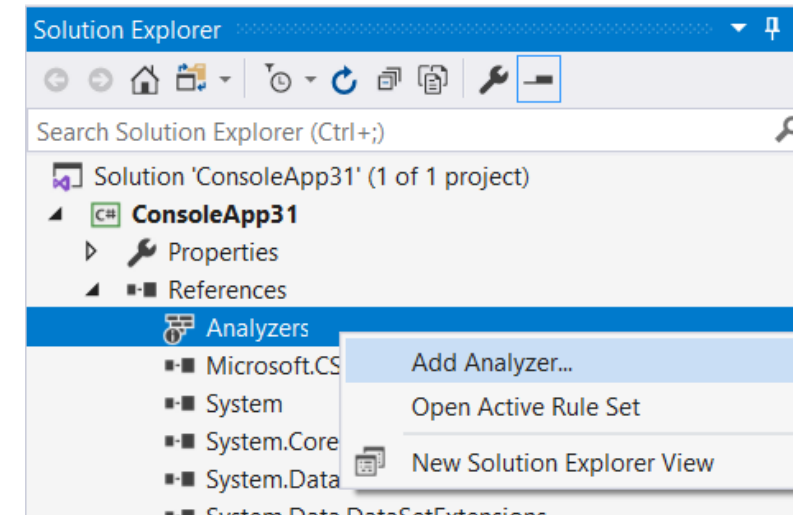
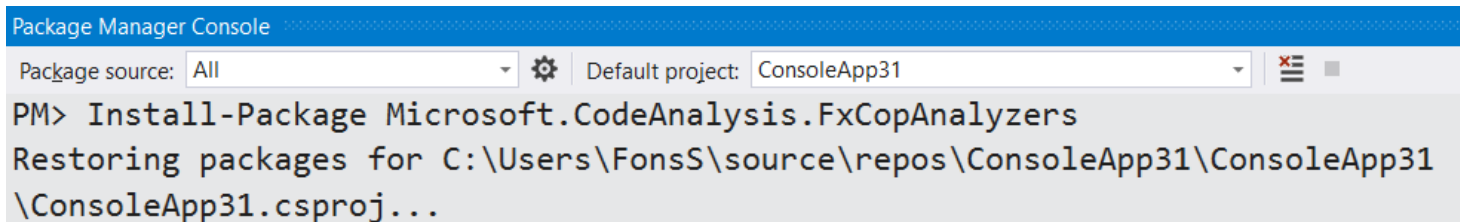
OK Cancel

# Deployment

-  Visual Studio Extension (VSIX)

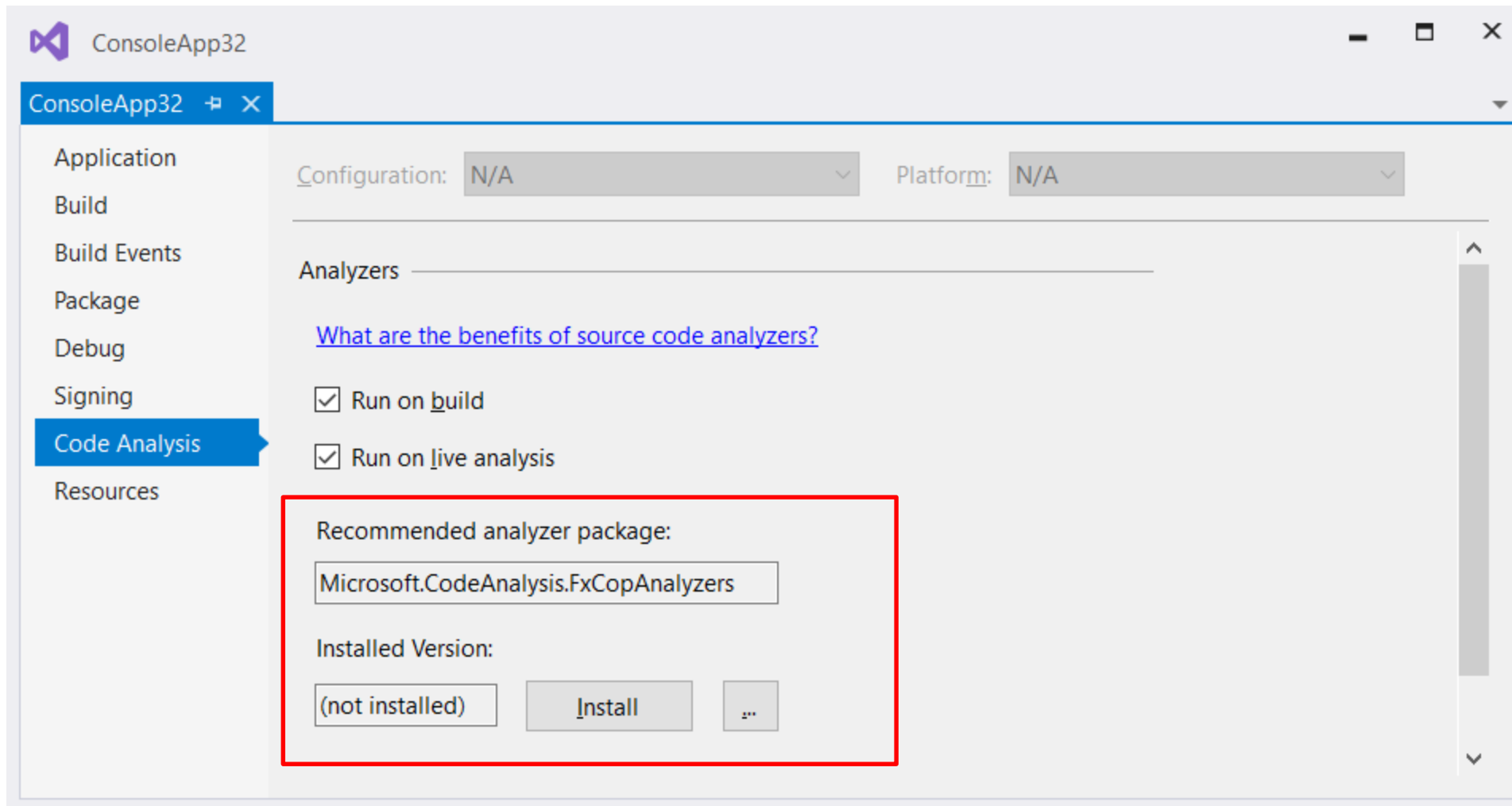


- Project Reference (NuGet Package or Assembly)





# VS2019 – Code Analysis



# Microsoft.CodeAnalysis.FxCopAnalyzers

The screenshot displays the Visual Studio IDE with a project named 'ConsoleApp72'. The main editor shows the source code for 'Program.cs', which includes a namespace 'ConsoleApp72' containing a 'Program' class with a 'Main' method and a 'Test' class with a 'MyNestedDelegate' delegate. The 'Main' method has a parameter 'args' that is not used. The 'Test' class is a static holder type, and 'MyNestedDelegate' is a nested delegate.

The Solution Explorer on the right shows the project structure, including the 'Analyzers' folder which contains 'Microsoft.CodeAnalysis.FxCopAnalyzers'.

The Error List at the bottom shows three warnings:

- CA1801: Parameter args of method Main is never used. Remove the parameter or use it in the method body.
- CA1052: Type 'Test' is a static holder type but is neither static nor NotInheritable
- CA1034: Do not nest type MyNestedDelegate. Alternatively, change its accessibility so that it is not externally visible.

The Package Manager Console at the bottom shows the status 'Ready'.

# Configure or Suppress issues

The screenshot shows a Visual Studio code editor with a C# file. The code defines a namespace `ConsoleApp32` containing a class `Program` with a private static field `_data` initialized to 12. A context menu is open over the `_data` field, with the option **Configure or Suppress issues** selected. A submenu is displayed, showing options to **Configure IDE0044 code style**, **Configure IDE0044 severity**, and **Suppress IDE0044**. The **Suppress IDE0044** option is further expanded, showing three choices: **in Source**, **in Suppression File**, and **in Source (attribute)**. The **in Source** option is highlighted. In the background, the **Error List** pane shows two items: **IDE0044** (Make field readonly) and **IDE0060** (Remove unused parameter 'args'). The **IDE0044** item is expanded, showing a preview of the code with the `readonly` modifier added to the `_data` field, preceded and followed by `#pragma warning` directives to disable and restore the warning.

```
namespace ConsoleApp32 {  
    class Program {  
        private static int _data = 12;  
        static void Main(string[] args) {  
            Console.WriteLine(_data);  
        }  
    }  
}
```

**Error List**

Code	Description
IDE0044	Make field readonly
IDE0060	Remove unused parameter 'args'

**IDE0044 Make field readonly**

```
#pragma warning disable IDE0044 // Add readonly modifier  
private static int _data = 12;  
#pragma warning restore IDE0044 // Add readonly modifier
```

[Preview changes](#)  
Fix all occurrences in: [Document](#) | [Project](#) | [Solution](#)

# Configure code style

- Stored in **.editorconfig** file

The screenshot shows a Visual Studio editor with a C# class `Program` containing a static field `_data` and a `Main` method. A context menu is open over the `_data` field, with the option "Configure or Suppress issues" selected. This opens a sub-menu where "Configure IDE0044 code style" is chosen. A configuration dialog for IDE0044 is displayed, showing options to "Configure IDE0044 severity" (set to "false") and "Suppress IDE0044". Below the dialog, the "Error List" pane shows a warning for IDE0044: "Make field readonly". To the right, a preview of the `.editorconfig` file shows the configuration for IDE0044: `dotnet_style_readonly_field = true:warning` and `dotnet_style_readonly_field = false:warning`.

```
4 class Program {  
5  
6     private static int _data = 12;  
7  
8     static void Main(string[] args) {  
9         Console.WriteLine(_data);  
10    }  
11  
12 }
```

153 % 0 Errors 1 Warning

Error List

Code	Description
IDE0044	Make field readonly
IDE0060	Remove unused parameter 'args'

Configure IDE0044 code style true  
Configure IDE0044 severity false  
Suppress IDE0044

IDE0044 Make field readonly

# Field preferences

dotnet\_style\_readonly\_field = true:warning  
dotnet\_style\_readonly\_field = false:warning

Preview changes

# Visual Studio 2017 Rulesets

- **Deprecated** in VS2019, replaced by **.editorconfig**

The image displays two screenshots of the Visual Studio 2017 interface, illustrating the use of the CodeCracker ruleset.

**Top Screenshot:** Shows the 'CodeCracker.CSharp' ruleset selected in the 'Test Explorer' pane. The ruleset is categorized as 'Multiple' and lists 31 rules with their IDs, descriptions, and actions (Warning, Error, Info, Hidden, or None). A red box highlights the 'Code Analysis' button in the left sidebar.

**Bottom Screenshot:** Shows the 'CodeCracker.CSharp' ruleset configuration in the 'Code Analysis' pane. The 'Run this rule set:' dropdown is set to 'My Custom Ruleset'. The description states: 'These rules focus on the most critical problems in your code, including potential security holes, application crashes, and other important logic and design errors. It is recommended to include this rule set in any custom rule set you create for your projects.' The path to the ruleset is shown as 'C:\Users\FonsS\source\repos\ConsoleApp328\ConsoleApp328\ConsoleApp328.ruleset'. A red box highlights the 'Run this rule set:' dropdown and the description text.

# StyleCop.Analyzers

The screenshot displays the Visual Studio IDE with a C# console application named 'ConsoleApplication20'. The main code file, 'Program.cs', is open, showing a namespace declaration and a class named 'Program'. A tooltip is visible over the 'Program' class declaration, suggesting the addition of an access modifier (public, private, or internal). The Solution Explorer on the right shows the project structure, including the 'StyleCop.Analyzers' package reference. The Error List at the bottom shows a summary of 25 warnings and 0 errors. The selected warning, SA1400, indicates that the 'Program' class must declare an access modifier.

**Code in Program.cs:**

```
1 using System;
2 using System.Collections.Generic;
3 using System.IO;
4 using System.Linq;
5 using System.Text;
6 using System.Threading.Tasks;
7
8 namespace ConsoleApplication20 {
9     class Program {
10
11     }
12 }
13
14
15
16 }
```

**Error List - Current Project (ConsoleApplication20):**

Code	Description	Project	File
SA1200	Using directive must appear within a namespace declaration	ConsoleApplication20	Program
SA1200	Using directive must appear within a namespace declaration	ConsoleApplication20	Program
SA1200	Using directive must appear within a namespace declaration	ConsoleApplication20	Program
SA1500	Curly brackets for multi-line statements must not share line	ConsoleApplication20	Program
SA1400	Element 'Program' must declare an access modifier	ConsoleApplication20	Program
SA1500	Curly brackets for multi-line statements must not share line	ConsoleApplication20	Program
SA1505	An opening curly bracket must not be followed by a blank line.	ConsoleApplication20	Program

• <https://blog.submain.com/stylecop-detailed-guide/>

# WpfAnalyzers

- <https://github.com/DotNetAnalyzers/WpfAnalyzers>

2.x versions are for C#7.

Rule ID	Description
WPF0001	Backing field for a DependencyProperty
WPF0002	Backing field for a DependencyProperty
WPF0003	CLR property for a DependencyProperty
WPF0004	CLR method for a DependencyProperty
WPF0005	Name of PropertyChangedCallback
WPF0006	Name of CoerceValueCallback
WPF0007	Name of ValidateValueCallback
WPF0010	Default value type must match
WPF0011	Containing type should be used
WPF0012	CLR property type should match
WPF0013	CLR accessor for attached property
WPF0014	SetValue must use registered type
WPF0015	Registered owner type must inherit

```
public sealed class MoneyConverter : IValueConverter {  
    ...  
    <summary> Gets the default instance </summary>  
    public static readonly MoneyConverter Default = new MoneyConverter();  
    ...  
    private void OnPropertyChanged(object value, Type targetType, object oldValue, object newValue)  
    {  
        return money;  
    } else {  
        return DependencyProperty.UnsetValue;  
    }  
}
```

Preview changes

Fix all occurrences in: Document

Error List

Code	Description	Project	File
IDE0009	Add 'this' or 'Me' qualification.	WpfApp2	MainWindow.xaml
WPF0070	Add default field to converter.	WpfApp2	Class1.cs
WPF0071	Add ValueConversion attribute.	WpfApp2	Class1.cs



# ClrHeapAllocationAnalyzer – Boxing & Unboxing

The screenshot shows the Visual Studio IDE with the following components:

- Main Window:** Displays the code for `Employee.cs`. The code defines a class `Employee` with properties `ID` (int), `Name` (string), and `Salary` (decimal). The `ToString()` method is overridden to return a formatted string.
- Solution Explorer:** Shows the project structure, including the `ClrHeapAllocationAnalyzer` and its rules.
- Error List:** Shows warnings from the `HeapAnalyzerBoxingRule`, indicating boxing and unboxing at the call site.

**Code Snippet (Employee.cs):**

```
1 using System;
2
3 namespace AsyncWpfDemo {
4
5     class Employee {
6
7         public int ID { get; set; }
8         public string Name { get; set; }
9         public decimal Salary { get; set; }
10
11         public override string ToString() {
12             return string.Format("{0} - {1} - {2:C0}", this.ID, this.Name, this.Salary);
13             //return string.Format("{0} - {1} - {2}",
14             //    this.ID.ToString(), this.Name, this.Salary.ToString("C0"));
15         }
16     }
17 }
18
19 }
```

**Warning Details:**

Code	Description	File	Project	Line	S..
HeapAnalyzerBoxingRule	Value type to reference type conversion causes boxing at call site (here), and unboxing at the callee-site. Consider using generics if applicable	Employee.cs	ConfigureAwait	12	Active
HeapAnalyzerBoxingRule	Value type to reference type conversion causes boxing at call site (here), and unboxing at the callee-site. Consider using generics if applicable	Employee.cs	ConfigureAwait	12	Active
RIT0001	Private field 'Url' does not start with an underscore and camelCasing	MainWindow.xaml.cs	ConfigureAwait	29	Active



# Roslynator

- A collection of 500+ analyzers, refactorings and fixes for C#, powered by Roslyn.
  - <https://github.com/JosefPihrt/Roslynator>

The screenshot displays the Roslynator Options dialog box and a code editor. The Options dialog has a left sidebar with categories like Environment, Projects and Solutions, Source Control, Text Editor, Debugging, Performance Tools, C# Refactorings, and Database Tools. The 'C# Refactorings' category is expanded, showing a list of refactorings under the 'Refactorings' sub-category. The 'Add boolean comparison' refactoring is selected, showing its syntax: 'boolean? expression in place where must be b'. The code editor on the right shows a C# class 'Car' with a '#region Auto Properties' block. A context menu is open over the region, offering options: 'Remove directive and related directive', 'Remove all region directives', 'Remove all directives', and 'Remove region'. A preview of the changes is shown on the right, highlighting the removal of the '#region Auto Properties' block and the associated code.

**Options Dialog - Refactorings**

Refactoring	Status
Add boolean comparison	Enabled
Add cast expression	Enabled
Add interpolation	Enabled
Add parameter name to argument	Enabled
Add parameter name to parameter	Enabled
Duplicate argument	Enabled
Duplicate member	Enabled
Duplicate parameter	Enabled
Expand assignment expression	Enabled
Expand coalesce expression	Enabled
Expand event	Enabled
Expand expression-bodied member	Enabled
Expand initializer	Enabled

**Add boolean comparison**  
Syntax: boolean? expression in place where must be b

**Code Editor**






```
13 class Car {  
14  
15 #region Auto Properties  
16  
17  
18  
19 #endregion  
20  
21 #region Constructors  
22 public Car(string model, int year) {  
23     this.Model = model;  
24     this.Year = year;  
25 }  
26 #endregion  
27  
28 }
```

**Context Menu**


- Remove directive and related directive
- Remove all region directives
- Remove all directives
- Remove region

**Preview changes**

# ReflectionIT.Analyzer ☺










 <https://github.com/sonnemaf/ReflectionIT.Analyzer/tree/master/ReflectionIT.Analyzer>  GitHub, Inc. [US]  ReflectionIT.Analyzer/Reflecti...  

ReflectionIT.Analyzer / ReflectionIT.Analyzer / ReflectionIT.Analyzer / Analyzers /

 Fons Sonnemans local variable camelCase naming fix + ExplicitTypecast fix

Latest commit 82b0028 on Mar 17

..

 <a href="#">AsyncMethodNameSuffix</a>	Add project files.	2 months ago
 <a href="#">ExplicitTypecast</a>	local variable camelCase naming fix + ExplicitTypecast fix	a month ago
 <a href="#">ForClosures</a>	Add project files.	2 months ago
 <a href="#">LocalVariable</a>	local variable camelCase naming fix + ExplicitTypecast fix	a month ago
 <a href="#">MissingModifiers</a>	Add project files.	2 months ago
 <a href="#">NonPrivateField</a>	Add project files.	2 months ago
 <a href="#">PrivateField</a>	local variable camelCase naming fix + ExplicitTypecast fix	a month ago
 <a href="#">DependencyProperty.cs</a>	Add project files.	2 months ago
 <a href="#">DiagnosticAnalyzerCategories.cs</a>	Add project files.	2 months ago



# Refactorings & Code Analyzers Links

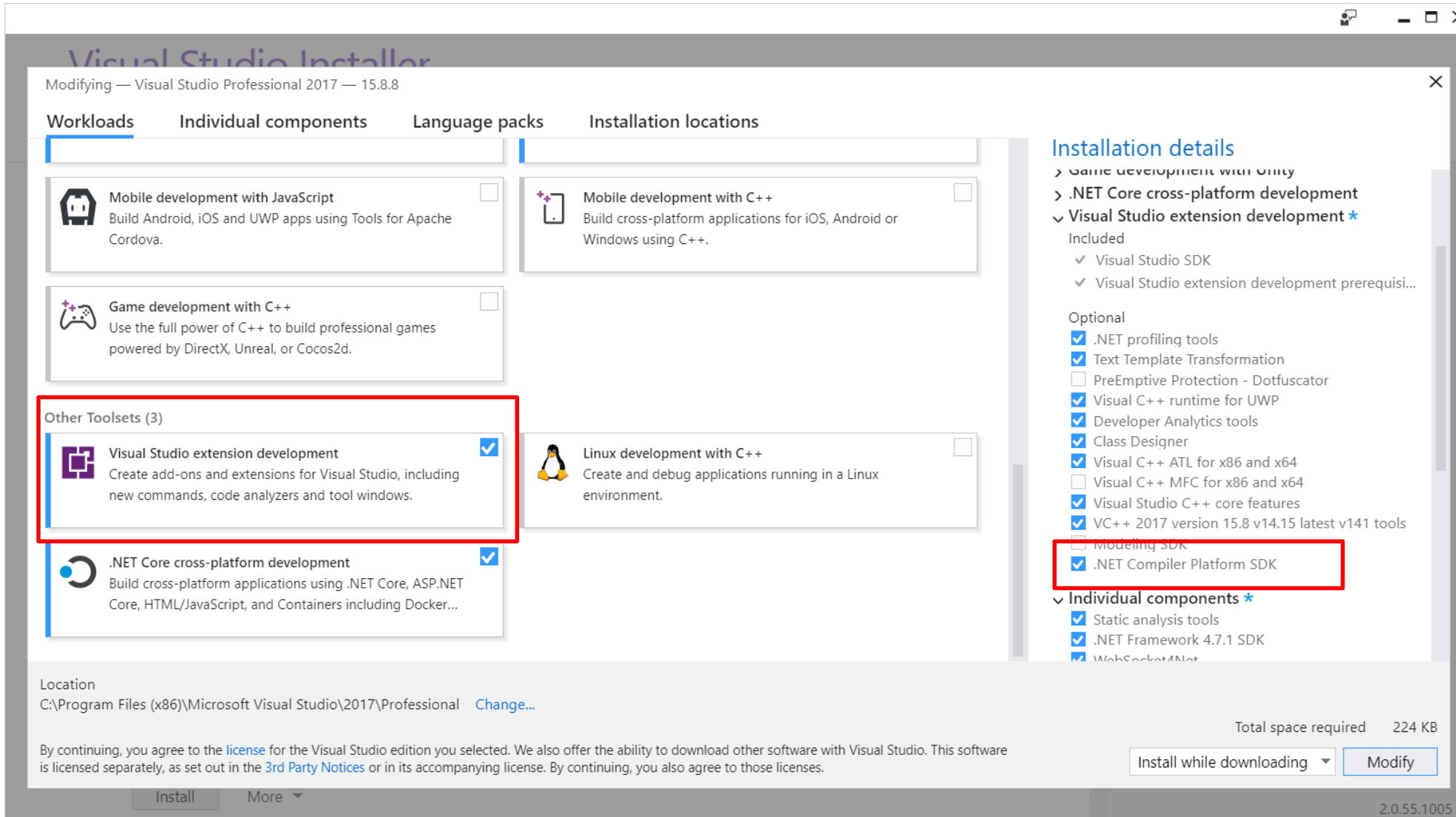
- <https://github.com/dotnet/roslyn-analyzers> (FxCop)
  - <https://github.com/DotNetAnalyzers/StyleCopAnalyzers>
  - <https://github.com/code-cracker/code-cracker>
  - <https://github.com/JosefPihrt/Roslynator>
  - <https://github.com/mjsabby/RoslynClrHeapAllocationAnalyzer>
  - <https://github.com/sonnemaf/ReflectionIT.Analyzer>
  - <https://github.com/DotNetAnalyzers/WpfAnalyzers>
  - <https://github.com/dotnet-security-guard/roslyn-security-guard>
- 
- <https://github.com/Vannevelj/VSDiagnostics>
  - <https://github.com/DustinCampbell/CSharpEssentials>
  - <https://dotnet-security-guard.github.io/index.htm>
  - <https://github.com/SergeyTeplyakov/ExceptionAnalyzer>
  - <https://github.com/Wintellect/Wintellect.Analyzers>
  - <https://github.com/olohmann/AsyncAwaitAnalyzer>
  - <http://vsrefactoringessentials.com/>
  - <https://github.com/meziantou/Meziantou.Analyzer>



# Developing Roslyn Analyzers, Code Fixes and Refactorings



# Visual Studio Installer (2017 + 2019)



Visual Studio Installer

Modifying — Visual Studio Professional 2017 — 15.8.8

Workloads Individual components Language packs Installation locations

**Mobile development with JavaScript** ☐  
Build Android, iOS and UWP apps using Tools for Apache Cordova.

**Game development with C++** ☐  
Use the full power of C++ to build professional games powered by DirectX, Unreal, or Cocos2d.

**Other Toolsets (3)**

**Visual Studio extension development** ☒  
Create add-ons and extensions for Visual Studio, including new commands, code analyzers and tool windows.

**.NET Core cross-platform development** ☒  
Build cross-platform applications using .NET Core, ASP.NET Core, HTML/JavaScript, and Containers including Docker...

**Mobile development with C++** ☐  
Build cross-platform applications for iOS, Android or Windows using C++.

**Linux development with C++** ☐  
Create and debug applications running in a Linux environment.

**Installation details**

> Game development with Unity  
> .NET Core cross-platform development  
✓ **Visual Studio extension development \***

Included

- ✓ Visual Studio SDK
- ✓ Visual Studio extension development prerequisi...

Optional

- ✓ .NET profiling tools
- ✓ Text Template Transformation
- ☐ PreEmptive Protection - Dotfuscator
- ✓ Visual C++ runtime for UWP
- ✓ Developer Analytics tools
- ✓ Class Designer
- ✓ Visual C++ ATL for x86 and x64
- ☐ Visual C++ MFC for x86 and x64
- ✓ Visual Studio C++ core features
- ✓ VC++ 2017 version 15.8 v14.15 latest v141 tools
- ☐ Modeling SDK
- ✓ **.NET Compiler Platform SDK**

✓ **Individual components \***

- ✓ Static analysis tools
- ✓ .NET Framework 4.7.1 SDK
- ✓ WebSockets4Net

Location  
C:\Program Files (x86)\Microsoft Visual Studio\2017\Professional [Change...](#)

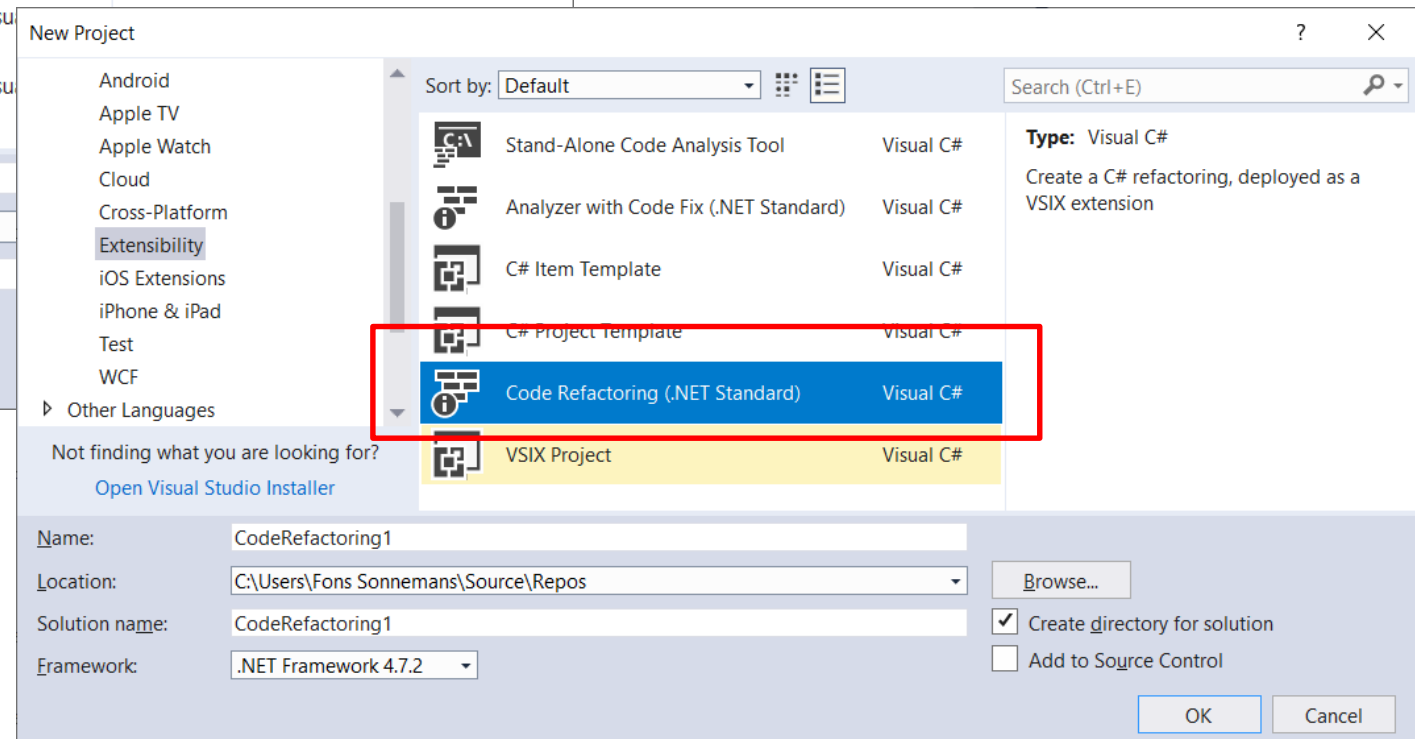
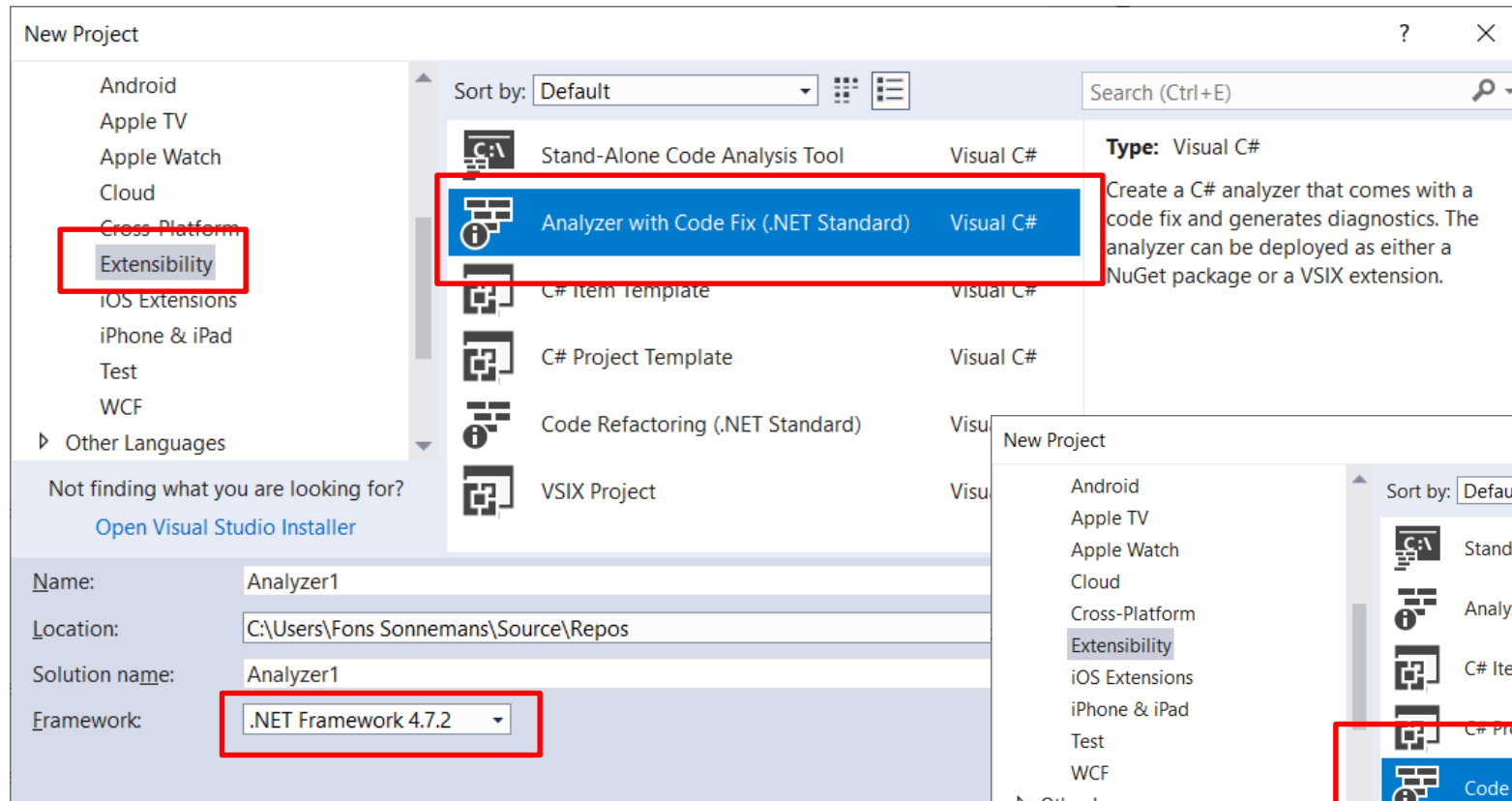
By continuing, you agree to the [license](#) for the Visual Studio edition you selected. We also offer the ability to download other software with Visual Studio. This software is licensed separately, as set out in the [3rd Party Notices](#) or in its accompanying license. By continuing, you also agree to those licenses.

Total space required 224 KB

[Install while downloading](#) [Modify](#)

2.0.55.1005

# Extra Extensibility Templates - VS2017



# Extra Extensibility Templates - VS2019

## Create a new project

### Recent project templates

- Cross-Platform App (Uno Platform)
- Blank App (Universal Windows) C#
- xUnit Test Project (.NET Core) C#
- Console App (.NET Core) C#
- SQL Server Database Project Query Language
- WPF App (.NET Framework) C#
- Blank App (WinUI UWP) C#
- Class Library (WinUI UWP) C#
- Console App (.NET Framework) C#

Clear all

C#

All platforms

VSSDK

Empty VSIX Project

Build Visual Studio extensions using the Visual Studio SDK. Start with this template to extend functionality of Visual Studio by adding editor items, commands and tool windows.

C#

Windows

Extensions

VSSDK

Add-in

Plugin

Code Refactoring (.NET Standard)

Create a C# refactoring, deployed as a VSIX extension

C#

Windows

Linux

macOS

VSSDK

Roslyn

Extensions

Analyzer with Code Fix (.NET Standard)

Create a C# analyzer that comes with a code fix and generates diagnostics. The analyzer can be deployed as either a NuGet package or a VSIX extension.

C#

Windows

Linux

macOS

VSSDK

Roslyn

Extensions

Stand-Alone Code Analysis Tool

Create a code analysis command-line application

C#

Windows

Linux

macOS

Console

VSSDK

Roslyn

Back

Next

28

# Syntax Visualizer

The screenshot shows the Microsoft Visual Studio interface with the Syntax Visualizer tool open. The tool is displaying the syntax tree for the selected code in the right pane. The left pane shows the Solution Explorer and Properties window.

**Syntax Tree**

- OpenBraceToken [217..218]
- LocalDeclarationStatement [234..244]
- IfStatement [260..326]
  - IfKeyword [260..262]
  - OpenParenToken [263..264]
  - GreaterThanExpression [264..269]
  - CloseParenToken [269..270]
  - Block [271..326]
    - IfStatement [342..374]
      - IfKeyword [342..344]
      - OpenParenToken [345..346]
      - GreaterThanExpression [346..351]
      - CloseParenToken [351..352]
      - ExpressionStatement [353..374]
    - CloseBraceToken [386..387]
  - CloseBraceToken [393..394]
  - CloseBraceToken [396..397]

**Properties**

Type	IfStatementSyntax
Kind	IfStatement
ContainsDiagnostics	False
ContainsDirectives	False

**Program.cs**

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace ConsoleApplication8 {
8     class Program {
9         static void Main(string[] args) {
10
11             var a = 5;
12
13             if (a > 2) {
14                 Console.WriteLine(a);
15             }
16
17             if (a > 2) Console.WriteLine(a);
18
19         }
20     }
21 }
22
```



# Syntax and Semantic APIs

## Syntax Tree

High-fidelity representation of source code

## Semantic Model

Answers semantic questions about syntax.

- Can require a compilation
- Can be slower and use more memory

## IOperation

In-progress evolution of Roslyn APIs

Provides semantic information

Abstracts over common syntactic shapes

**Common representation for C#/VB**

## Syntax Generator

Can generate source code for both C# and VB



# Creating Refactoring










Demo



# Create 'Code Refactoring' project

## Create a new project

### Recent project templates

 Code Refactoring (.NET Standard)	C#
 Console App (.NET Core)	C#
 Blank App (Universal Windows)	C#
 xUnit Test Project (.NET Core)	C#
 SQL Server Database Project	Query Language
 WPF App (.NET Framework)	C#
 Blank App (WinUI UWP)	C#
 Class Library (WinUI UWP)	C#
 Console App (.NET Framework)	C#

Search for templates (Alt+S)



[Clear all](#)

C#

All platforms

VSSDK



#### VSIX Project

Build Visual Studio extensions using the Visual Studio SDK. Start with this template to create an extension project with an async package. Further extend functionality of Visual Studio by adding editor items, commands and tool windows.

C# Windows Extensions VSSDK Add-in Plugin



#### Empty VSIX Project

Build Visual Studio extensions using the Visual Studio SDK. Start with this template to extend functionality of Visual Studio by adding editor items, commands and tool windows.

C# Windows Extensions VSSDK Add-in Plugin



#### Code Refactoring (.NET Standard)

Create a C# refactoring, deployed as a VSIX extension

C# Windows Linux macOS VSSDK Roslyn Extensions



#### Analyzer with Code Fix (.NET Standard)

Create a C# analyzer that comes with a code fix and generates diagnostics. The analyzer can be deployed as either a NuGet package or a VSIX extension.

[Next](#)



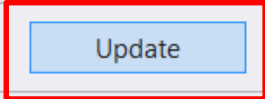
# Update NuGet Packages & Framework: .NET Standard 2.0

CodeRefactoring2 - NuGet: CodeRefactoring2

NuGet: CodeRefactoring2

Browse Installed Updates 2

Search (Ctrl+L) ☐ Include prerelease Package source: nuget.org

☒ Select all packages 

Package	Current Version	Latest Version
<input checked="" type="checkbox"/> <b>Microsoft.CodeAnalysis.Analyzers</b> by Microsoft	v2.6.2	v2.9.8
<input checked="" type="checkbox"/> <b>Microsoft.CodeAnalysis.CSharp.Workspaces</b> by Microsoft	v2.10.0	v3.4.0

**Microsoft.CodeAnalysis.Analyzers** nuget.org

**Installed:** 2.6.2

**Version:** Latest stable 2.9.8

**Options**

**Description**

Analzers for consumers of Microsoft.CodeAnalysis NuGet package, i.e. extensions and applications built on top of .NET Compiler Platform (Roslyn). This package is included as a development dependency of Microsoft.CodeAnalysis NuGet package and does not need to be installed separately if you are referencing Microsoft.CodeAnalysis NuGet package.

**Version:** 2.9.8

**Author(s):** Microsoft

# "Reverse type name" Refactoring - F5

The screenshot displays the Visual Studio IDE with a C# file named `CodeRefactoring2Co...ctoringProvider.cs` open. The code is part of the `CodeRefactoring2` namespace and implements the `CodeRefactoringProvider` interface. The `ComputeRefactoringsAsync` method is shown, which is intended to generate code actions for refactoring. A tooltip is visible over the `ConfigureAwait` method call, showing its signature and usage.

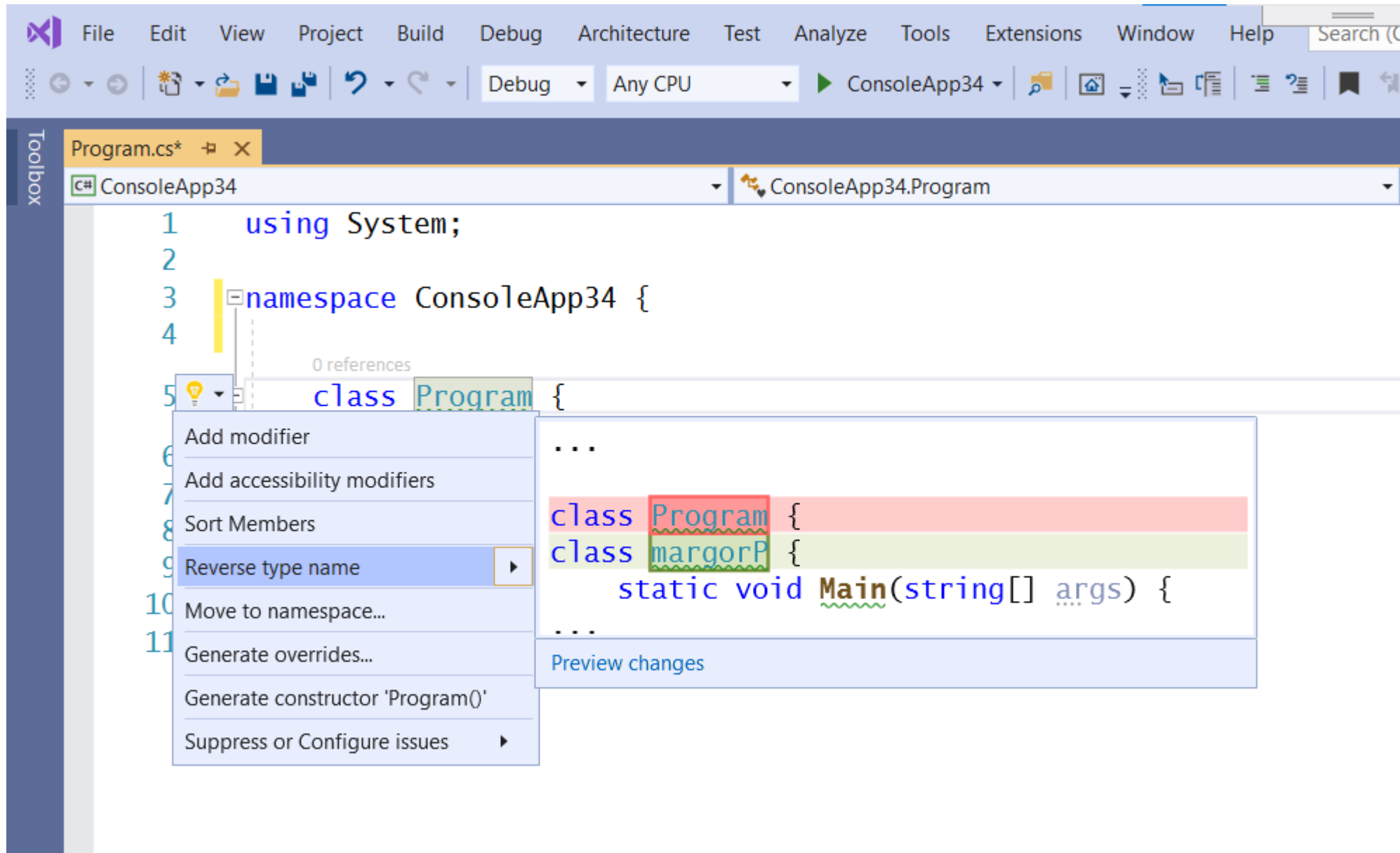
```
10 using Microsoft.CodeAnalysis.CSharp.Syntax;
11 using Microsoft.CodeAnalysis.Rename;
12 using Microsoft.CodeAnalysis.Text;
13
14 namespace CodeRefactoring2 {
15     [ExportCodeRefactoringProvider(LanguageNames.CSharp, Name = nameof(CodeRefactoring2CodeRefactoringProvider))]
16     internal class CodeRefactoring2CodeRefactoringProvider : CodeRefactoringProvider {
17         public sealed override async Task ComputeRefactoringsAsync(CodeRefactoringContext context) {
18             // TODO: Replace the following code with your own analysis, generating a CodeAction for each refactor
19
20             var root = await context.Document.GetSyntaxRootAsync(context.CancellationToken).ConfigureAwait(false)
21
22             // Find the node at the selection.
23             var node = root.FindNode(context.Span);
24
25             // Only offer a refactoring if the selected node is a type declaration
26             if (!(node is TypeDeclarationSyntax typeDecl)) {
27                 return;
28             }
29
30             // For any type declaration node, create a code action to reverse the identifier text.
31             var action = CodeAction.Create("Reverse type name", c => ReverseTypeNameAsync(context.Document, typeDecl),
32             // Register this code action.
33             context.RegisterRefactoring(action);
34         }
35     }
36
37     private async Task<Solution> ReverseTypeNameAsync(Document document, TypeDeclarationSyntax typeDecl, Can
38         // Produce a reversed version of the type declaration's identifier token.
39         var identifierToken = typeDecl.Identifier;
40         var newName = new string(identifierToken.Text.ToCharArray().Reverse().ToArray());
41
42         // Get the symbol representing the type to be renamed.
```

The Solution Explorer on the right shows the project structure for `CodeRefactoring2`, including `CodeRefactoring2CodeRefactoringProvider.cs` and `CodeRefactoring2.Vsix`.

Tooltip text for `ConfigureAwait`:

```
(awaitable) System.Runtime.CompilerServices.ConfiguredTaskAwaitable<SyntaxNode> Task<SyntaxNode>.ConfigureAwait(bool
continueOnCapturedContext) (+ 1 overload)
Configures an awaiter to await this Task<TResult>.
Usage:
SyntaxNode x = await ConfigureAwait(...);
```

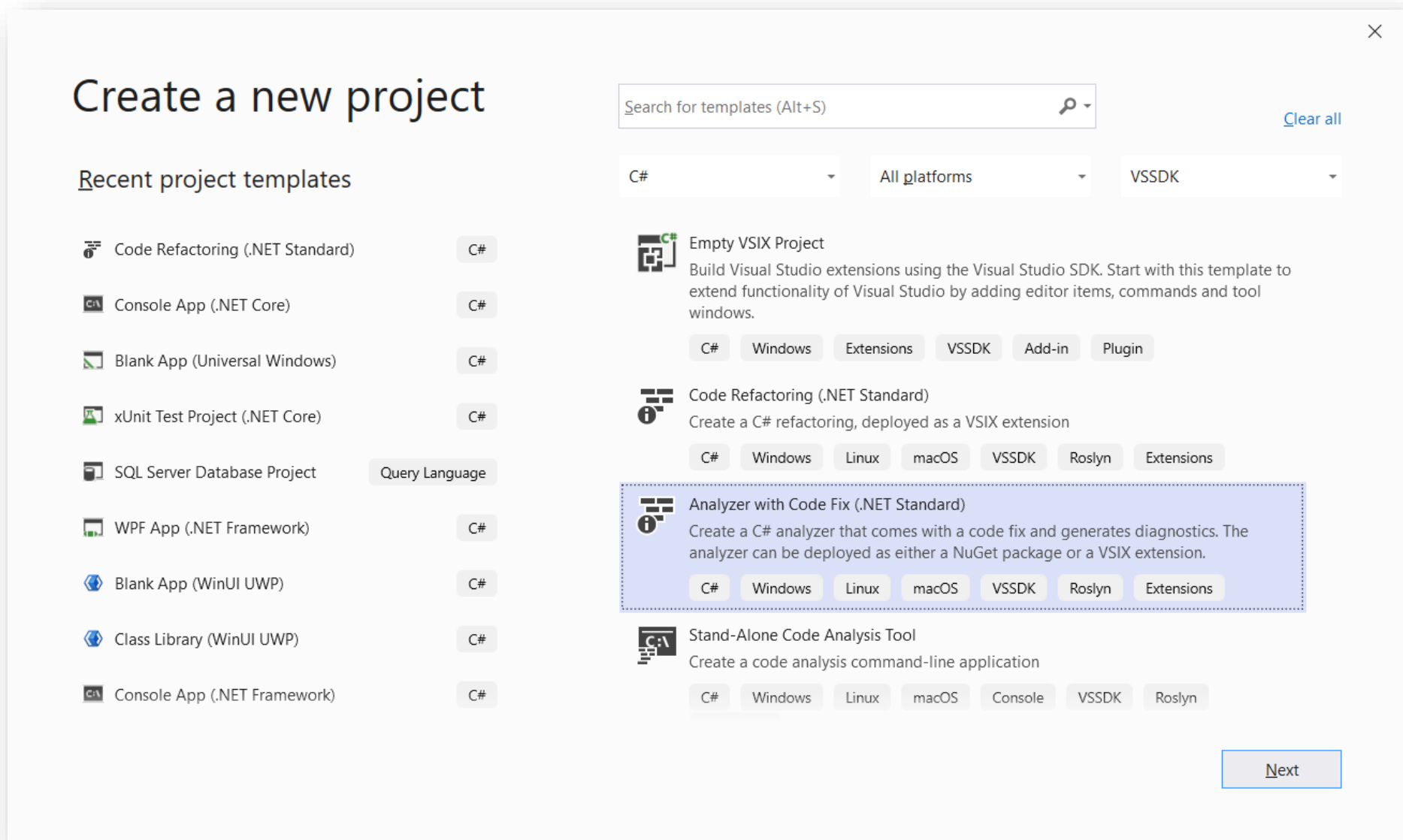
# "Reverse type name" Refactoring - F5



## Creating Analyzers and/or Code Fix



# Create 'Analyzer with Code Fix' Project





# Update NuGet Packages

The screenshot shows the Visual Studio IDE with the NuGet Package Manager window open. The 'Updates' tab is selected, showing two packages that can be updated:

- Microsoft.CodeAnalysis.Analyzers** by Microsoft, version 2.6.2. The description is 'Analyzers for consumers of Microsoft.CodeAnalysis NuGet package, i.e. extensions and applications bu...'. The current version is 2.9.8.
- Microsoft.CodeAnalysis.CSharp.Workspace**, version 2.10.0. The description is '.NET Compiler Platform ("Roslyn") support for analyzing C# projects and solutions.'. The current version is v3.4.0.

The 'Update' button is highlighted with a red box. The 'Package source' is set to 'nuget.org'. The 'Solution Explorer' on the right shows the project structure for 'Analyzer12', including 'Dependencies', 'bin', 'tools', 'Analyzer12Analyzer.cs', 'Analyzer12CodeFixProvider.cs', 'Resources.resx', 'Analyzer12.Test', 'Helpers', 'Verifiers', 'Analyzer12UnitTests.cs', and 'Analyzer12.Vsix'.

# Analyzer with Code Fix

The screenshot displays the Microsoft Visual Studio IDE with the 'Analyzer2' solution open. The main editor window shows the file 'DiagnosticAnalyzer.cs' with the following code:

```
using Microsoft.CodeAnalysis.Diagnostics;

namespace Analyzer2 {
    [DiagnosticAnalyzer(LanguageNames.CSharp)]
    public class Analyzer2Analyzer : DiagnosticAnalyzer {
        public const string DiagnosticId = "Analyzer2";

        // You can change these strings in the Resources.resx file. If you do not want your analyzer to be loaded, remove the attribute.
        private static readonly LocalizableString Title = new LocalizableResourceString(nameof(Resources.Analyzer2Title), Resources.ResourceManager, typeof(Resources));
        private static readonly LocalizableString MessageFormat = new LocalizableResourceString(nameof(Resources.Analyzer2MessageFormat), Resources.ResourceManager, typeof(Resources));
        private static readonly LocalizableString Description = new LocalizableResourceString(nameof(Resources.Analyzer2Description), Resources.ResourceManager, typeof(Resources));
        private const string Category = "Naming";

        private static DiagnosticDescriptor Rule = new DiagnosticDescriptor(DiagnosticId, Title, MessageFormat, Category, DiagnosticSeverity.Warning, isEnabledByDefault: true);

        public override ImmutableArray<DiagnosticDescriptor> SupportedDiagnostics { get { return ImmutableArray.Create(Rule); } }

        public override void Initialize(AnalysisContext context) {
            // TODO: Consider registering other actions that act on syntax instead of or in addition to symbols.
            context.RegisterSymbolAction(AnalyzeSymbol, SymbolKind.NamedType);
        }

        private static void AnalyzeSymbol(SymbolAnalysisContext context) {
            // TODO: Replace the following code with your own analysis, generating Diagnostic objects for any diagnostics that you want to report.
            var namedTypeSymbol = (INamedTypeSymbol)context.Symbol;

            // Find just those named type symbols with names containing lowercase letters.
            if (namedTypeSymbol.Name.ToCharArray().Any(char.IsLower)) {
                // For all such symbols, produce a diagnostic.
                var diagnostic = Diagnostic.Create(Rule, namedTypeSymbol.Locations[0], namedTypeSymbol.Name);
                context.ReportDiagnostic(diagnostic);
            }
        }
    }
}
```

The 'Solution Explorer' on the right shows the project structure for 'Analyzer2' (3 projects):

- Analyzer2 (Portable)
  - Properties
  - References
  - tools
  - CodeFixProvider.cs
  - Diagnostic.nuspec
  - DiagnosticAnalyzer.cs
  - packages.config
  - ReadMe.txt
  - Resources.resx
- Analyzer2.Test
  - Properties
  - References
  - Helpers
  - Verifiers
  - packages.config
  - UnitTests.cs
- Analyzer2.Vsix
  - References
  - source.extension.vsixmanifest

The status bar at the bottom indicates 'Item(s) Saved', 'Ln 27', 'Col 13', 'Ch 13', and 'INS'.

# Analyzer with Code Fix - F5

The screenshot shows the Microsoft Visual Studio IDE with a C# console application named 'ConsoleApplication19'. The code in 'Program.cs' defines a class named 'Program'. An analyzer warning, 'Analyzer2: Type name 'Program' contains lowercase letters', is displayed over the class name. A context menu is open, offering three actions: 'Make uppercase', 'Suppress Analyzer2', and 'Reverse type name'. The 'Make uppercase' option is selected, and a preview window shows the corrected code with the class name changed to 'PROGRAM'. The Error List at the bottom shows the warning, and the Solution Explorer on the right shows the project structure.

ConsoleApplication19 - Microsoft Visual Studio

File Edit View Project Build Debug Team Tools Architecture Test Analyze Window Help

Debug Any CPU Start

Program.cs

ConsoleApplication19 ConsoleApplication19.Program Main(string[] args)

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace ConsoleApplication19
{
    class Program
    {
    }
}
```

0 references

Make uppercase

Suppress Analyzer2

Reverse type name

Preview changes

Fix all occurrences in: Document | Project | Solution

100 %

Error List

Entire Solution 0 Errors 1 Warning 0 Messages Build + IntelliSense Search Error List

	Code	Description	Project	File	Line
▶	Analyzer2	Type name 'Program' contains lowercase letters	ConsoleApplication19	Program.cs	9

Solution Explorer

Search Solution Explorer (Ctrl+;)

Solution 'ConsoleApplication19' (1 project)

- ConsoleApplication19
  - Properties
  - References
  - App.config
  - Program.cs

Solution Explorer Team Explorer

Properties

Ready

Ln 9 Col 15 Ch 15 INS

# ProtectedConstructorInAbstractClassAnalyzer

- **CA1012** - Abstract types should not have constructors
  - <https://docs.microsoft.com/en-us/visualstudio/code-quality/ca1012-abstract-types-should-not-have-constructors>

1 reference  
`abstract class Shape {`  
0 references  
    `public Shape() {`  
        `}`  
`}`



1 reference  
`abstract class Shape {`  
0 references  
    `protected Shape() {`  
        `}`  
`}`

# ProtectedConstructorInAbstractClassAnalyzer

```
[DiagnosticAnalyzer(LanguageNames.CSharp)]
public class ProtectedConstructorInAbstractClassAnalyzer : DiagnosticAnalyzer {

    public const string DiagnosticId = "CA1012";

    private static readonly LocalizableString _title = new LocalizableResourceString(nameof(Resources.AnalyzerTitle),
                                                                                      Resources.ResourceManager, typeof(Resources));
    private static readonly LocalizableString _messageFormat = new LocalizableResourceString(nameof(Resources.AnalyzerMessageFormat),
                                                                                          Resources.ResourceManager, typeof(Resources));
    private static readonly LocalizableString _description = new LocalizableResourceString(nameof(Resources.AnalyzerDescription),
                                                                                          Resources.ResourceManager, typeof(Resources));
    private const string Category = "Common Practices and Code Improvements";

    private static readonly DiagnosticDescriptor _rule = new DiagnosticDescriptor(DiagnosticId, _title, _messageFormat, Category,
                                                                                  DiagnosticSeverity.Warning, isEnabledByDefault: true, description: _description);

    public override ImmutableArray<DiagnosticDescriptor> SupportedDiagnostics { get { return ImmutableArray.Create(_rule); } }

    public override void Initialize(AnalysisContext context) {
        context.EnableConcurrentExecution();
        context.ConfigureGeneratedCodeAnalysis(GeneratedCodeAnalysisFlags.None);
        context.RegisterSymbolAction(AnalyzeSymbol, SymbolKind.Method);
    }
}
```



# ProtectedConstructorInAbstractClassAnalyzer

```
private static void AnalyzeSymbol(SymbolAnalysisContext context) {  
    var methodSymbol = (IMethodSymbol)context.Symbol;  
  
    // Find public and internal constructor in abstract class  
    if (methodSymbol.MethodKind == MethodKind.Constructor &&  
        (methodSymbol.DeclaredAccessibility == Accessibility.Public ||  
         methodSymbol.DeclaredAccessibility == Accessibility.Internal) &&  
        (methodSymbol.ContainingType?.IsAbstract ?? false)) {  
  
        // For all such symbols, produce a diagnostic.  
        var diagnostic = Diagnostic.Create(_rule, methodSymbol.Locations[0], methodSymbol.ContainingType.Name);  
  
        context.ReportDiagnostic(diagnostic);  
    }  
}
```



# NakedIfAnalyzer - DiagnosticAnalyzer

The screenshot displays the Microsoft Visual Studio IDE with the 'Analyzer1' project open. The main window shows the 'Resources.resx' file, which is a resource file for the application. The 'Strings' tab is active, showing a table of resources. The 'Access Modifier' is set to 'Internal'.

Name	Value	Comment
AnalyzerDescription	Constructor in Abstract class should be Protected	An optional longer localizable description of the
AnalyzerMessageFormat	The constructor in the abstract class '{0}' must be protected	The format-able message the diagnostic displays.
AnalyzerTitle	Constructor in Abstract class should be Protected	The title of the diagnostic.

The right sidebar contains the 'Solution Explorer' and 'Properties' windows. The 'Solution Explorer' shows the project structure, including 'Analyzer1' (3 projects), 'Analyzer1.Test', and 'Analyzer1.Vsix'. The 'Properties' window shows the 'Resources.resx' file properties, including the 'Advanced' tab with 'Build Action' set to 'Embedded resource'.

At the bottom of the IDE, there is a status bar with the message 'This item does not support previewing' and a button to 'Add to Source Control'.

# ProtectedConstructorInAbstractClassCodeFixProvider

```
[ExportCodeFixProvider(LanguageNames.CSharp, Name = nameof(ProtectedConstructorInAbstractClassCodeFixProvider)), Shared]
public class ProtectedConstructorInAbstractClassCodeFixProvider : CodeFixProvider {

    private const string _title = "Make protected";

    public sealed override ImmutableArray<string> FixableDiagnosticIds {
        get { return ImmutableArray.Create(ProtectedConstructorInAbstractClassAnalyzer.DiagnosticId); }
    }

    public sealed override FixAllProvider GetFixAllProvider() => WellKnownFixAllProviders.BatchFixer;

    public sealed override async Task RegisterCodeFixesAsync(CodeFixContext context) {
        var root = await context.Document.GetSyntaxRootAsync(context.CancellationToken).ConfigureAwait(false);

        // TODO: Replace the following code with your own analysis, generating a CodeAction for each fix to suggest
        var diagnostic = context.Diagnostics.First();
        var diagnosticSpan = diagnostic.Location.SourceSpan;

        // Find the type declaration identified by the diagnostic.
        var constructor = root.FindToken(diagnosticSpan.Start).Parent.AncestorsAndSelf().OfType<ConstructorDeclarationSyntax>().First();

        // Register a code action that will invoke the fix.
        context.RegisterCodeFix(
            CodeAction.Create(title: _title, createChangedDocument: c => MakeProtectedAsync(context.Document, constructor, c),
                equivalenceKey: _title),
            diagnostic);
    }
}
```





# ProtectedConstructorInAbstractClassCodeFixProvider

```
private async Task<Document> MakeProtectedAsync(Document document, ConstructorDeclarationSyntax constructor,
                                                CancellationToken cancellationToken) {

    var generator = SyntaxGenerator.GetGenerator(document);
    var newStatement = generator.WithAccessibility(constructor, Accessibility.Protected);

    // Replace old (public/internal ctor) with the new (protected ctor)
    var oldRoot = await document.GetSyntaxRootAsync(cancellationToken).ConfigureAwait(false);
    var newRoot = oldRoot.ReplaceNode(constructor, newStatement);

    return document.WithSyntaxRoot(newRoot);
}

}
```



# Debug – F5

The screenshot shows the Microsoft Visual Studio IDE with the file `Demo.cs` open. The code defines a namespace `ConsoleApp64` containing an abstract class `Demo` and a public constructor `Demo()`. A warning icon (lightbulb) is present next to the constructor, and a context menu is open with options: `Make protected` and `Suppress CA1012`. The warning message states: `CA1012 The constructor in the abstract class 'Demo' must be protected`. The Error List at the bottom shows one warning: `CA1012 The constructor in the abstract class 'Demo' must be protected` at line 4 of `Demo.cs`.

```
1 namespace ConsoleApp64 {  
2     1 reference  
3     abstract class Demo {  
4         0 references  
5         public Demo() {  
6             ...  
7         }  
8     }  
9 }
```

121 %

Error List

Entire Solution 0 Errors 1 Warning 0 Messages Build + IntelliSense Search Error List

	Code	Description	Project	File	Line
▶	CA1012	The constructor in the abstract class 'Demo' must be protected	ConsoleApp64	Demo.cs	4

# Generate NuGet Package

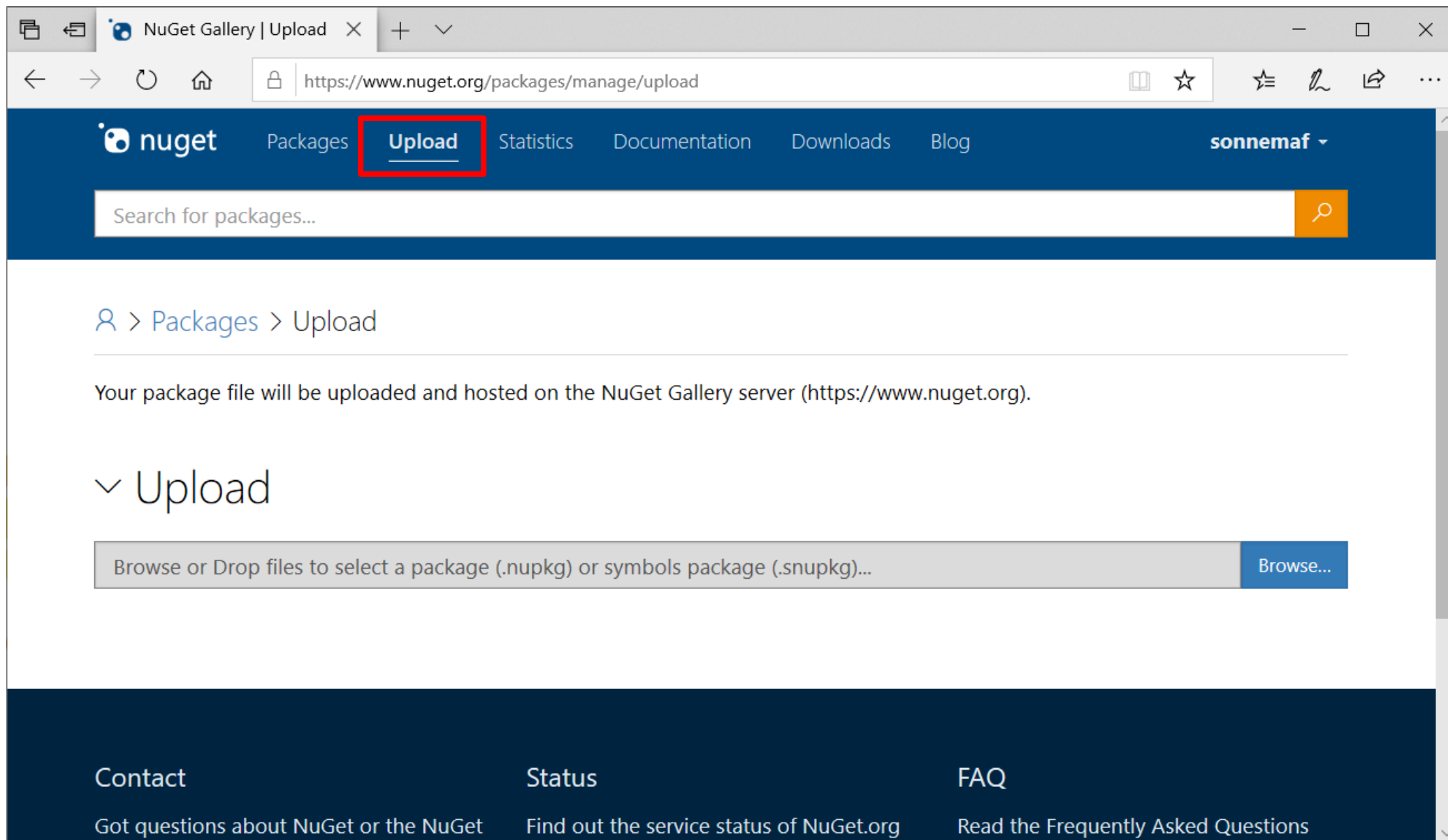
The screenshot displays the Visual Studio interface for a project named 'Analyzer1'. The 'Package' tab in the left sidebar is selected, showing the 'Generate NuGet package on build' checkbox checked. The package details are as follows:

- Configuration: N/A
- Platform: N/A
- Generate NuGet package on build: ☒
- Require license acceptance: ☐
- Package id: Analyzer1
- Package version: 1.0.0
- Authors: Fons Sonnemans
- Company: Reflection IT
- Product: Analyzer1
- Description: Analyzer1
- Copyright: Copyright
- License URL: [http://LICENSE\\_URL\\_HERE\\_OR\\_DELETE\\_THIS\\_LINE](http://LICENSE_URL_HERE_OR_DELETE_THIS_LINE)
- Project URL: [http://PROJECT\\_URL\\_HERE\\_OR\\_DELETE\\_THIS\\_LINE](http://PROJECT_URL_HERE_OR_DELETE_THIS_LINE)
- Icon URL: [http://ICON\\_URL\\_HERE\\_OR\\_DELETE\\_THIS\\_LINE](http://ICON_URL_HERE_OR_DELETE_THIS_LINE)
- Repository URL: [http://REPOSITORY\\_URL\\_HERE\\_OR\\_DELETE\\_THIS\\_LINE](http://REPOSITORY_URL_HERE_OR_DELETE_THIS_LINE)

The Solution Explorer on the right shows the project structure. A red box highlights the 'bin' folder, which contains the 'Debug' subfolder. Inside the 'Debug' folder, the files 'netstandard1.3' and 'Analyzer1.1.0.0.nupkg' are visible, indicating the successful generation of the NuGet package.

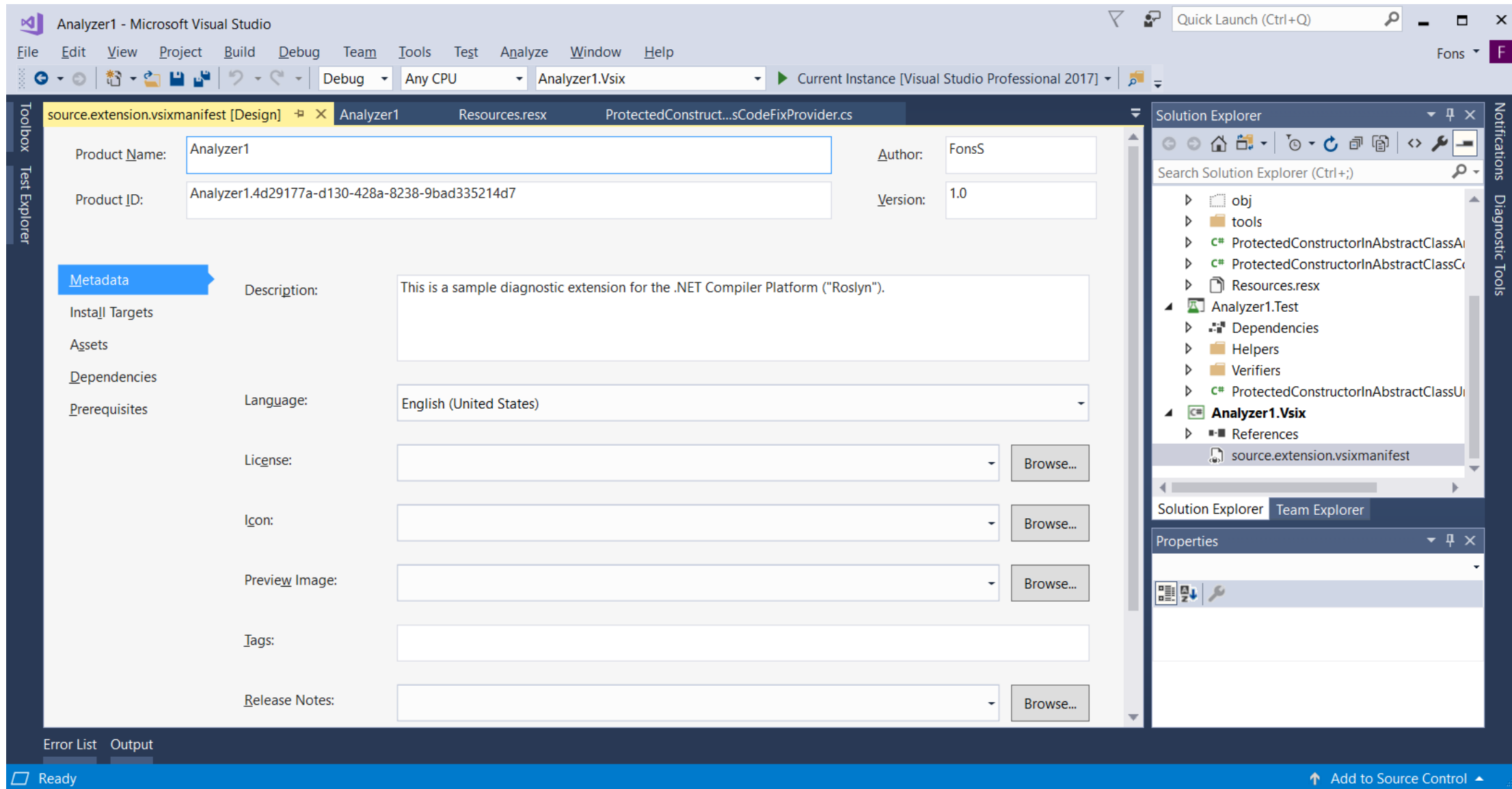
Build succeeded

# Publish NuGet Package?



The screenshot shows the NuGet Gallery website's upload interface. The browser's address bar displays the URL `https://www.nuget.org/packages/manage/upload`. The navigation bar at the top includes links for **nuget**, **Packages**, **Upload** (highlighted with a red box), **Statistics**, **Documentation**, **Downloads**, and **Blog**. A search bar with the placeholder text "Search for packages..." is located below the navigation bar. The main content area features a breadcrumb trail: **> Packages > Upload**. Below this, a message states: "Your package file will be uploaded and hosted on the NuGet Gallery server (`https://www.nuget.org`)." A large section titled **Upload** contains a text input field with the placeholder "Browse or Drop files to select a package (.nupkg) or symbols package (.snupkg)..." and a blue **Browse...** button. The footer contains three columns: **Contact** (with the text "Got questions about NuGet or the NuGet"), **Status** (with the text "Find out the service status of NuGet.org"), and **FAQ** (with the text "Read the Frequently Asked Questions").

# Create Extension (.vsix)



# Unit Test

Analyzer1 - Microsoft Visual Studio

File Edit View Project Build Debug Team Tools Test Analyze Window Help

Debug Any CPU Analyzer1.Vsix Current Instance [Visual Studio Professional 2017]

Test Explorer

Run All | Run... | Playlist: All

Analyzer1 (2 tests)

- Analyzer1.Test (2) 2 sec
  - Analyzer1.Test (2) 2 sec
    - Protected... (2) 2 sec
      - TestInternal 6 ms
      - TestPublic 2 sec

Group Summary Copy All

Grouped by Hierarchy: ProtectedC

Duration: 0:00:02.6483083

2 Tests Passed

ProtectedConstructo...actClassUnitTest.cs

Analyzer1.Test

Analyzer1.Test.ProtectedConstructorInAbt TestPublic()

```
//Diagnostic and CodeFix both triggered and checked for
[TestMethod]
public void TestPublic() {
    var test = @"
using System;

namespace ConsoleApplication1
{
    abstract class Demo
    {
        public Demo()
        {
        }
    }
}";

    var expected = new DiagnosticResult {
        Id = "ProtectedConstructorInAbstractClassAnaly:
        Message = $"The constructor in the abstract cl
        Severity = DiagnosticSeverity.Warning,
        Locations =
            new[] {
                new DiagnosticResultLocation("Test
            }
    };

    VerifyCSharpDiagnostic(test, expected);
```

Solution Explorer

Search Solution Explorer (Ctrl+;)

- obj
- tools
- ProtectedConstructorInAbstractClassA
- ProtectedConstructorInAbstractClassC
- Resources.resx
- Analyzer1.Test
  - Dependencies
  - Helpers
  - Verifiers
  - ProtectedConstructorInAbstractClassU
- Analyzer1.Vsix
  - References
  - source.extension.vsixmanifest

Solution Explorer Team Explorer

Properties

Build succeeded

Add to Source Control

# Closure



# Links

- C# - Adding a Code Fix to Your Roslyn Analyzer
  - <https://msdn.microsoft.com/en-us/magazine/dn904670.aspx>
- Introduction to building code analyzers and code fixes with Roslyn
  - <https://channel9.msdn.com/Events/TechDays/Techdays-2016-The-Netherlands/Introduction-to-building-code-analyzers-and-code-fixes-with-Roslyn>
- Writing a language-agnostic Roslyn Analyzer
  - <https://www.meziantou.net/writing-a-roslyn-analyzer.htm>
  - <https://www.meziantou.net/writing-a-language-agnostic-roslyn-analyzer-using-iooperation.htm>
- The Power of Roslyn: Improving Your Productivity with Live Code Analyzers
  - <https://channel9.msdn.com/Events/Ignite/New-Zealand-2016/M344>
- Learn Roslyn Now: Part 7 Introducing the Semantic Model
  - <https://joshvarty.com/2014/10/30/learn-roslyn-now-part-7-introducing-the-semantic-model/>
- <http://roslynquoter.azurewebsites.net/>
- <http://sourceroslyn.io>







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