timer\timer\Src\Gpio.c,18,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Gpio.c,37,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Gpio.c,47,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Gpio.c,55,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Nvic.c,18,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Nvic.c,8,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Nvic.c,9,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Nvic.c,10,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Nvic.c,37,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Rcc.c,15,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Rcc.c,24,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Rcc.c,27,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Rcc.c,30,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Rcc.c,33,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Rcc.c,46,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Rcc.c,49,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Rcc.c,52,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Rcc.c,55,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\Timer.c,40,style,Functions and objects should not be defined with external linkage if they are referenced in only one translation unit
timer\timer\Src\Timer_Private.h,15,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\syscalls.c,81,style,Parameter 'ptr' can be declared as pointer to const
timer\timer\Src\syscalls.c,114,style,Parameter 'path' can be declared as pointer to const
timer\timer\Src\syscalls.c,120,style,Parameter 'status' can be declared as pointer to const
timer\timer\Src\syscalls.c,126,style,Parameter 'name' can be declared as pointer to const
timer\timer\Src\syscalls.c,132,style,Parameter 'buf' can be declared as pointer to const
timer\timer\Src\syscalls.c,143,style,Parameter 'old' can be declared as pointer to const
timer\timer\Src\syscalls.c,143,style,Parameter 'new' can be declared as pointer to const
timer\timer\Src\syscalls.c,155,style,Parameter 'name' can be declared as pointer to const
timer\timer\Src\syscalls.c,57,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,69,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,81,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,92,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,98,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,104,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,109,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,114,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,120,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,126,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,132,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,137,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,143,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,155,style,A function should not contain unused parameters
timer\timer\Src\syscalls.c,75,style,A full expression containing an increment (++) or decrement (--) operator should have no other potential side effects other than that caused by the increment or decrement operator
timer\timer\Src\syscalls.c,75,style,A function parameter should not be modified
timer\timer\Src\syscalls.c,87,style,A function parameter should not be modified
timer\timer\Src\syscalls.c,44,style,Functions and objects should not be defined with external linkage if they are referenced in only one translation unit
timer\timer\Src\syscalls.c,43,style,Functions and objects should not be defined with external linkage if they are referenced in only one translation unit
timer\timer\Src\syscalls.c,57,style,Functions and objects should not be defined with external linkage if they are referenced in only one translation unit
timer\timer\Src\sysmem.c,31,style,An object should be declared at block scope if its identifier only appears in a single function
timer\timer\Src\sysmem.c,59,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\sysmem.c,60,style,A conversion should not be performed between a pointer to object and an integer type
timer\timer\Src\sysmem.c,70,style,The precedence of operators within expressions should be made explicit
timer\timer\Src\sysmem.c,73,style,A function should have a single point of exit at the end
timer\timer\Src\sysmem.c,70,style,The +, -, += and -= operators should not be applied to an expression of pointer type
timer\timer\Src\sysmem.c,77,style,The +, -, += and -= operators should not be applied to an expression of pointer type