Chase Gindlesperger

CS 3560

10/16/17

When I ran cppcheck on my checkers program, I received three warnings. One was that the scope of my “value” variable in my game class could be reduced, which I assume means that I have only used it in a specific part of the whole scope that it was declared for. Another warning I got was that there is no return statement on a non-void function in my space implementation file. I also got a warning that the “winning” function in my checkers implementation file was never used. When I ran my program through Visual Studio’s compiler, it gave me only one error. It told me that my non-void function in space.cc was not returning any value. This was also pointed out by cppcheck. Cppcheck was able to point out things that a compiler would find as well as things that it would not.

Running cppcheck on cppcheck’s repository gave me many interesting errors and warnings. The most common error that was caught was uninitialized variables being used in the code. Many one letter variables that were most likely used as counter variables in loops. There were also a few errors where arrays attempted to access an index that was out of bounds of the array. My cppcheck analysis of Doxygen yielded far fewer errors and warnings. There were several occurrences where a variable was nulled but it’s memory was not freed, leading to memory being used where it doesn’t have to be. There were a few null pointer exceptions as well as a few uninitialized variables