

Rule	Description	Severity	Likelihood	Remediation Cost	Priority
DCL54	Overload allocation and deallocation functions as a pair in the same scope	Low	Probable	Low	P6
DCL57	Do not let exceptions escape from destructors or deallocation functions	Low	Likey	Medium	P6
DCL58	Do not modify the standard namespaces	High	Unlikely	Medium	P6
EXP54	Do not access an object outside of its lifetime	High	Probable	High	P6
EXP61	A lambda object must not outlive any of its reference captured objects	High	Probable	High	P6
EXP62	Do not access the bits of an object representation that are not part of the object's value representation	High	Probable	High	P6
CRT51	Use valid references, pointers, and iterators to reference elements of a container	High	Probable	High	P6
CRT53	Use valid iterator ranges	High	Probable	High	P6
STR52	Use valid references, pointers, and iterators to reference elements of a basic_string	High	Probable	High	P6
STR53	Range check element access	High	Unlikely	Medium	P6
MEM57	Avoid using default operator new for over-aligned types	Medium	Unlikely	Low	P6
FIO50	Do not alternately input and output from a file stream without an intervening positioning call	Low	Likely	Medium	P6
OOP55	Do not use pointer-to-member operators to access nonexistent members	High	Probable	High	P6
OOP57	Prefer special member functions and overloaded operators to C Standard Library functions	High	Probable	High	P6
CON51	Ensure actively held locks are released on exceptional conditions	Low	Probable	Low	P6
MSC50	Do not use std::rand() for generating pseudorandom numbers	Medium	Unlikely	Low	P6
MSC54	A signal handler must be a plain old function	High	Probable	High	P6