



- virtual table, #2; 0.98%
- virtual function, #3; 1.47%
- other arbitrary code exec., #595
- virtual pointer, #0; 0%
- pointer, #11, 5.39%
- pointer corruption, #5; 2.45%
- pointer dereference, #0; 0%
- pointer vulnerability, #7; 3.43%
- invalid pointer, #6, 2.95%
- object, #96, 47.05%
- object dispatch, #0; 0%
- use after free, #55, 26.96%
- dereference heap object, #2, 0.98%
- non-existent object, #1, 0.49%
- object use after free, #12, 5.8%
- malformed object, #3, 1.4%

