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C++ static code analysis

Unique rules to find Bugs, Vulnerabilities, Security Hotspots, and Code Smells in your C++ code

All rules 578 | Vulnerability 13 | Bug 111 | Security Hotspot 18 | Code Smell 436 | Quick Fix 68

Tags

Search by name...

"memset" should not be used to delete sensitive data
Vulnerability

POSIX functions should not be called with arguments that trigger buffer overflows
Vulnerability

XML parsers should not be vulnerable to XXE attacks
Vulnerability

Function-like macros should not be invoked without all of their arguments
Bug

The address of an automatic object should not be assigned to another object that may persist after the first object has ceased to exist
Bug

Assigning to an optional should directly target the optional
Bug

Result of the standard remove algorithms should not be ignored
Bug

"std::scoped_lock" should be created with constructor arguments
Bug

Objects should not be sliced
Bug

Immediately dangling references should not be created
Bug

"pthread_mutex_t" should be unlocked in the reverse order they were locked
Bug

"pthread_mutex_t" should be properly

"switch" statements should not contain non-case labels

Analyze your code

Code Smell | Blocker | based-on-misra | suspicious

Even if it is legal, mixing case and non-case labels in the body of a switch statement is very confusing and can even be the result of a typing error.

Noncompliant Code Example

The code is syntactically correct but the behavior is not the expected one

```
switch (day) {
  case MONDAY:
  case TUESDAY:
  WEDNESDAY:   // instead of "case WEDNESDAY"
    doSomething();
    break;
  ...
}
```

Compliant Solution

```
switch (day) {
  case MONDAY:
  case TUESDAY:
  case WEDNESDAY:
    doSomething();
    break;
  ...
}
```

See

- MISRA C:2004, 15.0 - The MISRA C *switch* syntax shall be used.
- MISRA C++:2008, 6-4-3 - A switch statement shall be a well-formed switch statement.
- MISRA C:2012, 16.1 - All switch statements shall be well-formed

Available In:

sonarlint | sonarcloud | sonarqube Developer Edition

initialized and destroyed

Bug

"pthread_mutex_t" should not be consecutively locked or unlocked twice

Bug

"std::move" and "std::forward" should not be confused

Bug

A call to "wait()" on a "std::condition_variable" should have a