

COBOL COBOL

C# C#

**∃** css

**⊠** Flex

GO Go

HTML

Java JavaScript

Kotlin

Kubernetes

**ó** Objective C

PHP

PL/I

PL/SQL

Python

RPG RPG

Ruby

Scala

Swift

**Terraform** 

**Text** 

тs TypeScript

T-SQL

VB VB.NET

VB6 VB6

XML XML



## C++ static code analysis

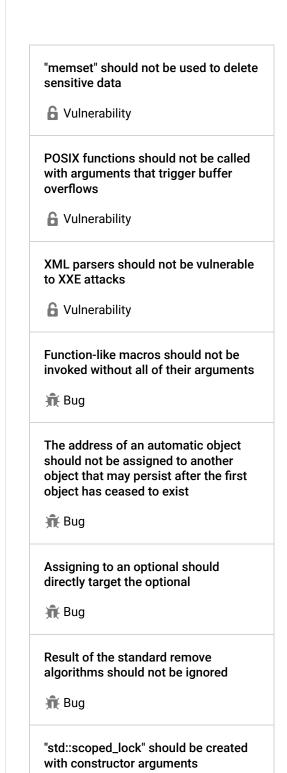
Unique rules to find Bugs, Vulnerabilities, Security Hotspots, and Code Smells in your C++ code

All 578
rules

P Security 18 Code 436
Fix

Q Quick 68
Fix

Tags



🖷 Bug

📆 Bug

📆 Bug

📆 Bug

📆 Bug

Objects should not be sliced

Immediately dangling references

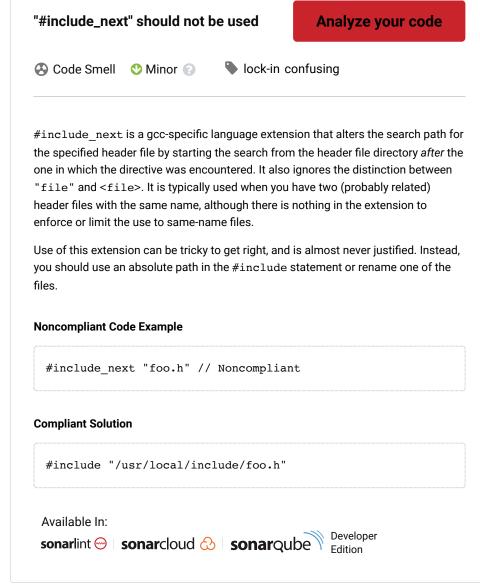
"pthread\_mutex\_t" should be unlocked in the reverse order they were locked

"pthread\_mutex\_t" should be properly

"pthread\_mutex\_t" should not be consecutively locked or unlocked

initialized and destroyed

should not be created



Search by name...

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I
🖟 Bug
"std::move" and "std::forward" should not be confused
<b>∰</b> Bug
A call to "wait()" on a  "std::condition_variable" should have a  condition
n Bug
A pointer to a virtual base class shall only be cast to a pointer to a derived class by means of dynamic_cast
<b>ਜ਼ਿ</b> Bug
Functions with "noreturn" attribute should not return
👬 Bug
RAII objects should not be temporary
्रे Bug
"memcmp" should only be called with pointers to trivially copyable types with no padding
🙃 Bug
"memcpy", "memmove", and "memset" should only be called with pointers to trivially copyable types
🙃 Bug
"std::auto_ptr" should not be used
<b>n</b> Bug
Destructors should be "noexcept"
🖟 Bug