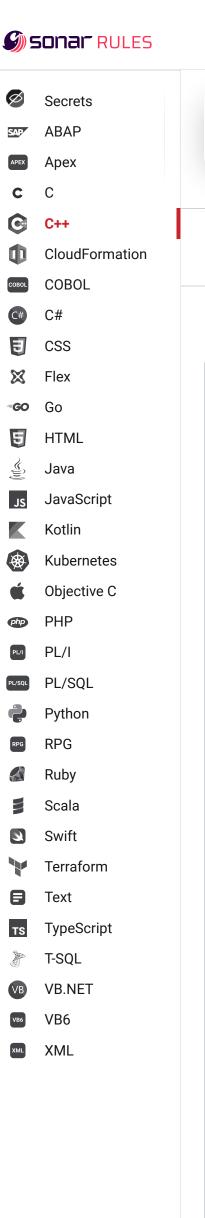
O Quick 68 Fix

Q







578

ΑII

rules

## C++ static code analysis

6 Vulnerability (13)

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

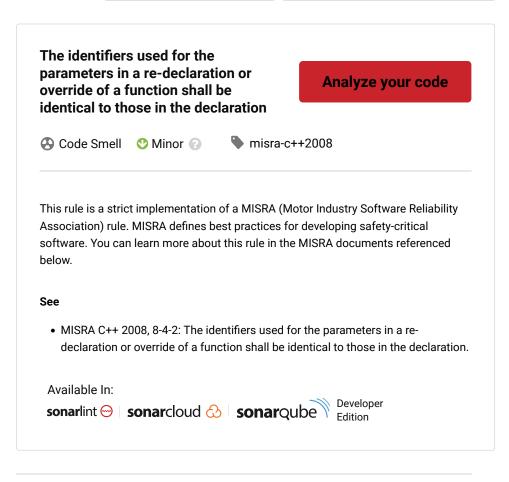
**R** Bug (111)

Security Hotspot

Tags

	emset" should not be used to delete sitive data
6	Vulnerability
wit	SIX functions should not be called h arguments that trigger buffer erflows
6	Vulnerability
	L parsers should not be vulnerable (XE attacks
6	Vulnerability
-	nction-like macros should not be oked without all of their arguments
兼	Bug
sho obj	e address of an automatic object ould not be assigned to another ect that may persist after the first ect has ceased to exist
Ñ	Bug
	signing to an optional should ectly target the optional
Ŵ	Bug
	sult of the standard remove orithms should not be ignored
Ŵ	Bug
	d::scoped_lock" should be created h constructor arguments
Ŵ	Bug
Obj	ects should not be sliced
Ŵ	Bug
	mediately dangling references ould not be created
Ñ	Bug
	nread_mutex_t" should be unlocked he reverse order they were locked
Ñ	Bug
•	nread_mutex_t" should be properly ialized and destroyed
ŵ	Bug

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



**⊗** Code (436)

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