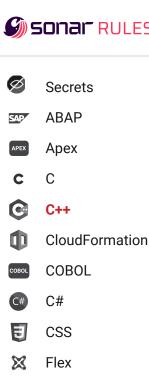
O Quick 68 Fix





Go =GO

HTML 5

Java

**JavaScript** 

Kotlin

Kubernetes

Objective C

PHP

PL/I

PL/SQL

Python

**RPG** 

Ruby

Scala

Swift

Terraform

Text

**TypeScript** 

T-SQL

**VB.NET** 

VB6

XML



ΑII

rules

578

## 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

Tags

Hotspot

"memset" should not be used to del	ete
€ Vulnerability	
POSIX functions should not be calle with arguments that trigger buffer overflows	ed
<b>6</b> Vulnerability	
XML parsers should not be vulnerable to XXE attacks	ole
<b>6</b> Vulnerability	
Function-like macros should not be invoked without all of their argumer	nts
🕏 Bug	
The address of an automatic object should not be assigned to another object that may persist after the firs 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 create with constructor arguments	d
🖟 Bug	
Objects should not be sliced	
<b>∰</b> Bug	

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

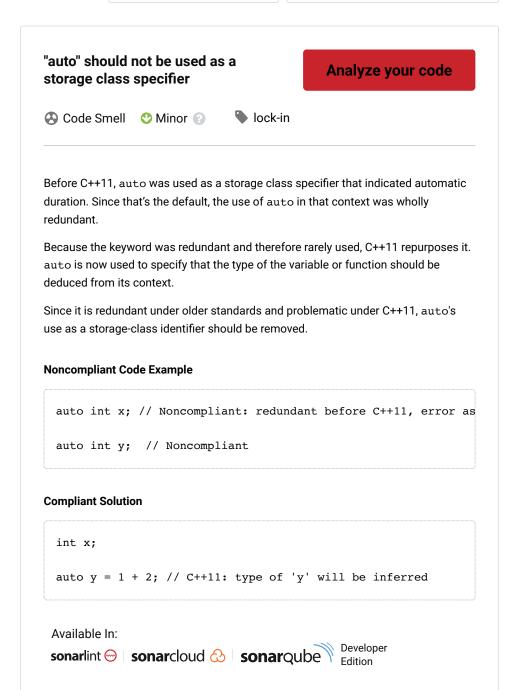
initialized and destroyed

should not be created

📆 Bug

📆 Bug

📆 Bug



⊕ 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