

C++

CloudFormation

COBOL COBOL

C# C#

**S** CSS

**⊠** Flex

**€60** Go

HTML

Java

Js JavaScript

Kotlin

Kubernetes

Objective C

PHP

PL/I

PL/SQL

Python

RPG RPG

Ruby

Scala

Swift

**Terraform** 

**Text** 

Ts TypeScript

15 1960

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	6 Vulnerability 13	<b>R</b> Bug 111	Security 18 Hotspot	Smell (436)	Q Quick 68 Fix	
			Tags	∨ Search b	y name	Q

"memset" sho sensitive data	ould not be used to dele a	te
<b>6</b> Vulnerabil	lity	
	ons should not be called nts that trigger buffer	I
<b>G</b> Vulnerabil	lity	
XML parsers to XXE attack	should not be vulnerables	е
<b>G</b> Vulnerabil	lity	
	macros should not be out all of their argument	s
🖟 Bug		
should not be	of an automatic object e assigned to another ay persist after the first eased to exist	
🖟 Bug		
	an optional should t the optional	
🖟 Bug		
	standard remove nould not be ignored	
🖟 Bug		
•	lock" should be created tor arguments	
<table-of-contents> Bug</table-of-contents>		

📆 Bug

📆 Bug

📆 Bug

📆 Bug

Immediately dangling references

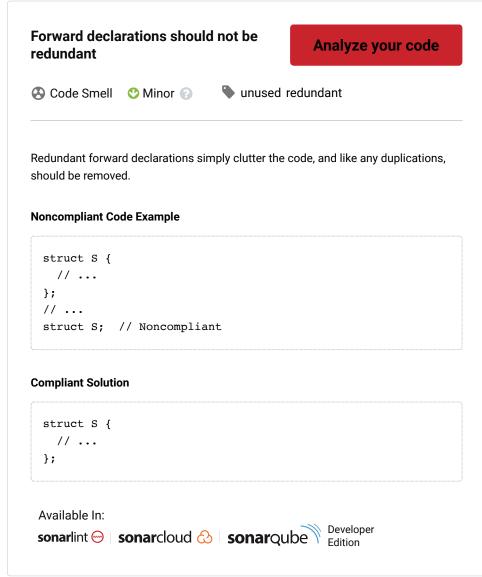
"pthread\_mutex\_t" should be unlocked in the reverse order they were locked

"pthread\_mutex\_t" should be properly

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

initialized and destroyed

should not be created



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Privacy Policy

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