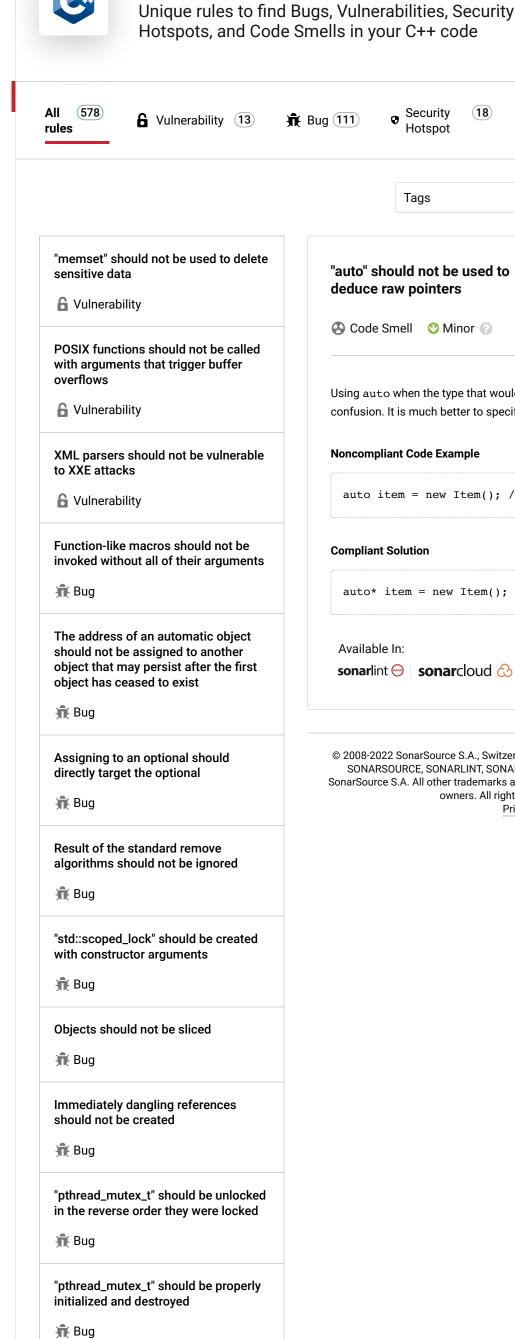
O Quick 68 Fix





VB6

XML



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

C++ static code analysis

🕃 Code Smell	Minor ?	confusing	g since-c++11
_			s a pointer type can cause art outside of auto.
Noncompliant Co	ode Example		
auto item =	new Item();	// Noncompli	ant
Compliant Soluti	on		
auto* item	= new Item();		

**⇔** Code (436)

Search by name...

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Hotspot

(18)

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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