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C++ static code analysis

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

All rules 578 | Vulnerability 13 | Bug 111 | Security Hotspot 18 | Code Smell 436 | Quick Fix 68

Tags

Search by name...

"memset" should not be used to delete sensitive data
Vulnerability

POSIX functions should not be called with arguments that trigger buffer overflows
Vulnerability

XML parsers should not be vulnerable to XXE attacks
Vulnerability

Function-like macros should not be invoked without all of their arguments
Bug

The address of an automatic object should not be assigned to another object that may persist after the first 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 created with constructor arguments
Bug

Objects should not be sliced
Bug

Immediately dangling references should not be created
Bug

"pthread_mutex_t" should be unlocked in the reverse order they were locked
Bug

"pthread_mutex_t" should be properly initialized and destroyed
Bug

"pthread_mutex_t" should not be consecutively locked or unlocked twice

Non-exception types should not be thrown

Analyze your code

Code Smell | Major | error-handling api-design based-on-misra

Just because you *can* stick your hand in a blender, that doesn't mean you *should*. Similarly, you *can* `throw` anything, but that doesn't mean you *should* `throw` something that's not derived at some level from `std::exception`.

If you can't find an existing exception type that suitably conveys what you need to convey, then you should extend `std::exception` to create one.

Specifically, part of the point of throwing exceptions is to communicate about the conditions of the error, but primitives have far less ability to communicate meaningfully than `exceptions`. And, the creation of some other object type could itself `throw` an exception, resulting in program termination.

Further, `catch`ing non-exception types is painful and fraught with the potential for (further) error.

Noncompliant Code Example

```
throw 42;                                  // Noncompliant
throw "Invalid negative index.";           // Noncompliant
throw std::string("Permission denied"); // Noncompliant
throw nullptr;                             // Noncompliant
```

Compliant Solution

```
throw std::domain_error("User ID not found.");
throw std::out_of_range("Invalid negative index.");
throw std::system_error(EACCES, std::system_category());
throw std::invalid_argument("Unexpected null 'user_id' argume
```

See

- MISRA C++:2008, 15-1-2 - NULL shall not be thrown explicitly.

Available In:

sonarlint | sonarcloud | sonarqube Developer Edition

Bug

"std::move" and "std::forward" should not be confused

Bug

A call to "wait()" on a "std::condition_variable" should have a condition

Bug

A pointer to a virtual base class shall only be cast to a pointer to a derived class by means of dynamic_cast

Bug

Functions with "noreturn" attribute should not return

Bug

RAII objects should not be temporary

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

Bug

Destructors should be "noexcept"

Bug