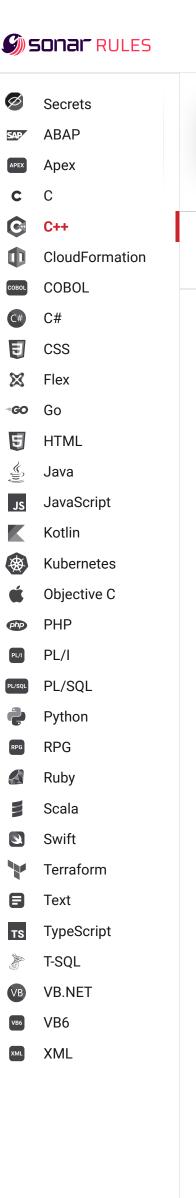
O Quick 68 Fix

Q





All

rules

C++ static code analysis

6 Vulnerability 13

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

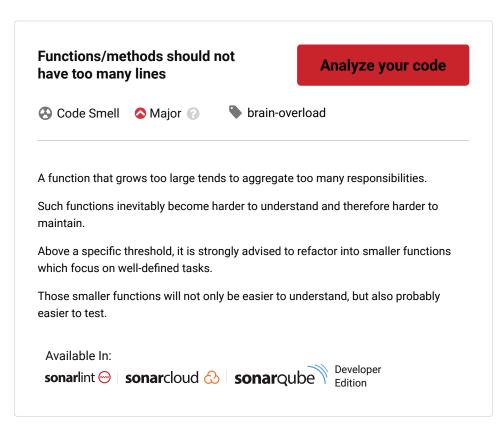
R Bug 111

Security Hotspot

Tags

	memset" should not be used to delete ensitive data
l	S Vulnerability
٧	POSIX functions should not be called with arguments that trigger buffer overflows
ı	G Vulnerability
	ML parsers should not be vulnerable o XXE attacks
d	S Vulnerability
	function-like macros should not be nvoked without all of their arguments
}	n Bug
s	The address of an automatic object should not be assigned to another object that may persist after the first object has ceased to exist
}	n Bug
	Assigning to an optional should lirectly target the optional
}	n Bug
-	Result of the standard remove Ilgorithms should not be ignored
}	n Bug
	std::scoped_lock" should be created vith constructor arguments
}	Rug
C	Objects should not be sliced
}	n Bug
	mmediately dangling references hould not be created
}	n Bug
	pthread_mutex_t" should be unlocked n the reverse order they were locked
}	f Bug
",	pthread_mutex_t" should be properly nitialized and destroyed
	ilitalized alid destroyed

"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
∰ 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
ਜ਼ਿ 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
n Bug
Destructors should be "noexcept"
🖟 Bug