

C C

© C++

CloudFormation

COBOL COBOL

C# C#

∃ CSS

⋉ Flex

€60 Go

HTML

🎒 Java

Js JavaScript

Kotlin

Kubernetes

6 Objective C

PHP

PL/I

PL/SQL

Python

RPG RPG

Ruby

Scala

Swift

Terraform

Text

Ts TypeScript

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

• Vulnerability 13

• Security 18

Hotspot

• Security 18

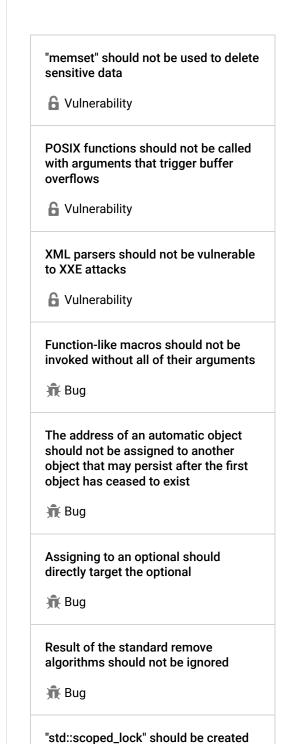
Fix

• Quick 68

Fix

Tags

• Search by name...



with constructor arguments

Objects should not be sliced

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

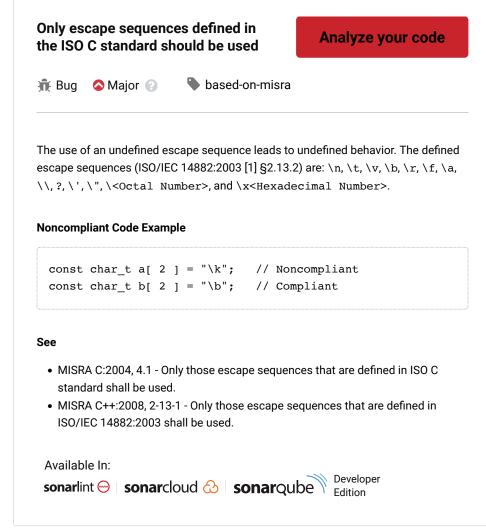
📆 Bug

📆 Bug

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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