



ABAP

Apex

С

C++

CloudFormation

COBOL

C#

CSS

Go

=GO

Flex

HTML 5

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Kotlin

Kubernetes

Objective C

PHP

PL/I

PL/SQL

Python

RPG

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Scala

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Terraform

Text

TypeScript

T-SQL

VB.NET

VB6

XML



C++ static code analysis

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

ΑII 578 **6** Vulnerability 13 € rules

R Bug (111)

o Security Hotspot

⊗ Code (436)

Quick 68 Fix

Tags

Compliant Solution

class B {

};

See Also

Available In:

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

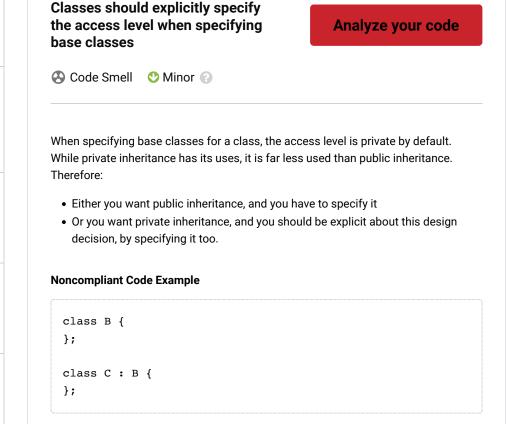
"pthread_mutex_t" should be unlocked in the reverse order they were locked

📆 Bug

"pthread_mutex_t" should be properly initialized and destroyed

📆 Bug

"pthread_mutex_t" should not be consecutively locked or unlocked



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class C : private B { // Or public, if it was private by mis

• {rule:cpp:S5966} is a similar rule that deals with base visibility in structs

classes. It should not be activated at the same time as this rule.

sonarlint 😊 | sonarcloud 🙆 | sonarqube | Developer

• {rule:cpp:S3540} is another rule that favors a different coding style for base

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