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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 **311**

Vulnerability **13**

Bug **74**

Security Hotspot **18**

Code Smell **206**

Quick Fix **14**

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

"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

Bug

Functions with "noreturn" attribute should not return

Bug

"memcpy" should only be called with pointers to trivially copyable types with no padding

Bug

Init-declarator-lists and member-declarator-lists should consist of single init-declarators and member-declarators respectively

Analyze your code

Code Smell

Minor ?

Quick Fix ?

convention based-on-misra cert

Where multiple declarators appear in the same declaration the type of an identifier may not meet developer expectations.

Noncompliant Code Example

```
int i1; int j1; // Compliant, but not preferred
int i2, *j2; // Noncompliant
int *i3,
    &j3 = i2; // Noncompliant
```

Compliant Solution

```
int i1;
int j1;
int i2;
int *j2;
int *i3;
int &j3 = i2;
```

See

- MISRA C++:2008, 8-0-1 - An init-declarator-list or a member-declarator-list shall consist of a single init-declarator or member-declarator respectively
- [CERT, DCL52-J](#) - Do not declare more than one variable per declaration
- [CERT, DCL04-C](#) - Do not declare more than one variable per declaration
- [C++ Core Guidelines - ES.10](#) - Declare one name (only) per declaration

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Developer Edition

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Stack allocated memory and non-owned memory should not be freed

 Bug

Closed resources should not be accessed

 Bug

Dynamically allocated memory should be released

 Bug

Freed memory should not be used