



ABAP

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## 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)

• Security Hotspot

Tags

**⊗** Code (436)

Quick 68 Fix

Analyze your code

Base class access specifiers should not be redundant

☼ Code Smell ♥ Minor ②

redundant clumsy

Search by name...

Adding an access specifier that matches the class' current access level needlessly clutters the code.

## **Noncompliant Code Example**

```
struct B {
};
struct S : public B { // Noncompliant; "struct" has public ac
class C : private B { // Noncompliant; "class" has private ac
```

## **Compliant Solution**

```
struct B {
};
struct S : B {
class C : B {
};
```

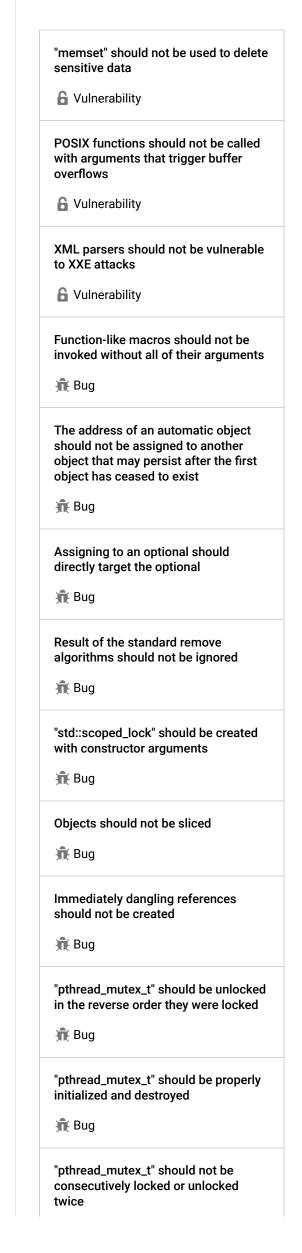
## See Also

• {rule:cpp:S5965} and {rule:cpp:S5966} are other rules that favor different coding style for base classes. They should not be activated at the same time as this rule.

Available In:

sonarlint sonarcloud sonarqube sonarqube

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I
🖟 Bug
"std::move" and "std::forward" should not be confused
<b>∰</b> 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
<b>ਜ਼ਿ</b> 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
<b>n</b> Bug
Destructors should be "noexcept"
🖟 Bug