



Go =GO

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VB6

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## C++ static code analysis

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

o Security **⊗** Code (436) Quick 68 Fix ΑII 578 **R** Bug (111) **6** Vulnerability 13 € rules Hotspot

Tags

"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

📆 Bug

📆 Bug

📆 Bug

📆 Bug

Objects should not be sliced

Immediately dangling references

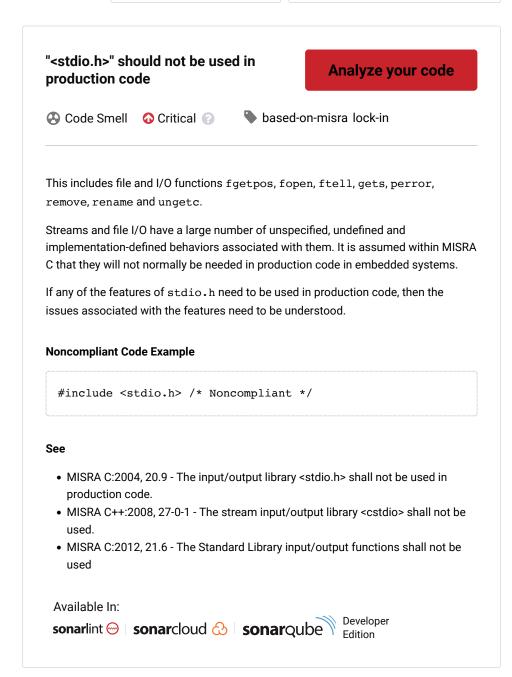
"pthread\_mutex\_t" should be unlocked in the reverse order they were locked

"pthread\_mutex\_t" should be properly

"pthread\_mutex\_t" should not be consecutively locked or unlocked

initialized and destroyed

should not be created



Search by name...

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🖟 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