Quick 68 Fix





Go

HTML 5 Java

JavaScript

Kotlin

Kubernetes

Objective C

PHP

PL/I

PL/SQL

Python

RPG

Ruby

Scala

Swift

Terraform

Text

TypeScript

T-SQL

VB.NET

VB6

XML



ΑII

rules

578

C++ static code analysis

6 Vulnerability (13)

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

R Bug (111)

o Security

Tags

Hotspot

"memset" should not be used to delete sensitive data	
읍 Vulnerability	
POSIX functions should not be called with arguments that trigger buffer overflows	
읍 Vulnerability	
XML parsers should not be vulnerable to XXE attacks	
읍 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	
in Bug	
"std::scoped_lock" should be created	

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

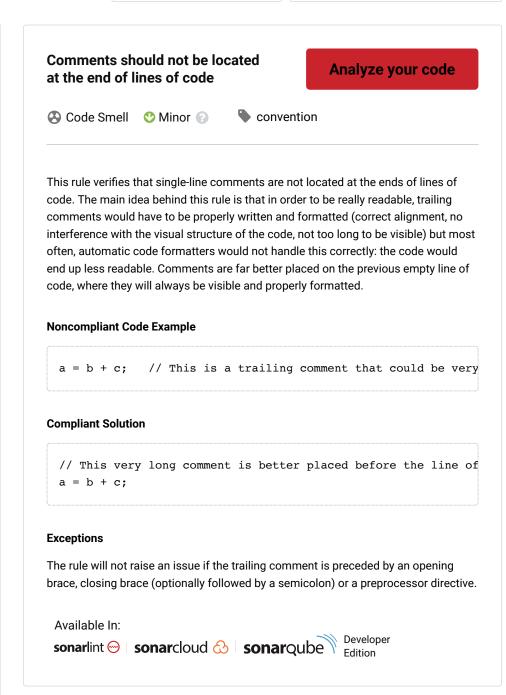
🖷 Bug

📆 Bug

📆 Bug

📆 Bug

📆 Bug



⊗ Code (436)

Search by name...

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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