


-  Secrets
-  ABAP
-  Apex
-  C
-  C++
-  CloudFormation
-  COBOL
-  C#
-  CSS
-  Flex
-  Go
-  HTML
-  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



## C++ static code analysis


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

All rules 578

 Vulnerability 13

 Bug 111

 Security Hotspot 18


 Code Smell 436

 Quick Fix 68


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

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 twice

### Using "strlen" or "wcslen" is security-sensitive

Analyze your code

 Security Hotspot  Major   cwe cert

The function `size_t strlen(const char *s)` measures the length of the string `s` (excluding the final null character).

The function `size_t wcslen(const wchar_t *s)` does the same for wide characters, and should be used with the same guidelines.

Similarly to many other functions in the standard C libraries, `strlen` and `wcslen` assume that their argument is not a null pointer.

Additionally, they expect the strings to be null-terminated. For example, the 5-letter string "abcde" must be stored in memory as "abcde\0" (i.e. using 6 characters) to be processed correctly. When a string is missing the null character at the end, these functions will iterate past the end of the buffer, which is undefined behavior.

Therefore, string parameters must end with a proper null character. The absence of this particular character can lead to security vulnerabilities that allow, for example, access to sensitive data or the execution of arbitrary code.

#### Ask Yourself Whether

- There is a possibility that the pointer is null.
- There is a possibility that the string is not correctly null-terminated.

There is a risk if you answered yes to any of those questions.

#### Recommended Secure Coding Practices

- Use safer functions. The C11 functions `strlen_s` and `wcslen_s` from annex K handle typical programming errors. Note, however, that they have a runtime overhead and require more code for error handling and therefore are not suited to every case.
- Even if your compiler does not exactly support annex K, you probably have access to similar functions.
- If you are writing C++ code, using `std::string` to manipulate strings is much simpler and less error-prone.

#### Sensitive Code Example

```
size_t f(char *src) {
    char dest[256];
    strncpy(dest, src, sizeof dest); // Truncation may happen
    return strlen(dest); // Sensitive: "dest" will not be null-
}
```

#### Compliant Solution

```
size_t f(char *src) {
    char dest[256];
    strncpy(dest, src, sizeof dest); // Truncation may happen
    dest[sizeof dest - 1] = 0;
    return strlen(dest); // Compliant: "dest" is guaranteed to
}
```

#### See

- [MITRE, CWE-120](#) - Buffer Copy without Checking Size of Input ('Classic Buffer Overflow')
- [CERT, STR07-C](#) - Use the bounds-checking interfaces for string manipulation

 Bug
<b>"std::move" and "std::forward" should not be confused</b>  Bug
<b>A call to "wait()" on a "std::condition_variable" should have a condition</b>  Bug
<b>A pointer to a virtual base class shall only be cast to a pointer to a derived class by means of dynamic_cast</b>  Bug
<b>Functions with "noreturn" attribute should not return</b>  Bug
<b>RAII objects should not be temporary</b>  Bug
<b>"memcpy" should only be called with pointers to trivially copyable types with no padding</b>  Bug
<b>"memcpy", "memmove", and "memset" should only be called with pointers to trivially copyable types</b>  Bug
<b>"std::auto_ptr" should not be used</b>  Bug
<b>Destructors should be "noexcept"</b>  Bug

Available In:

sonarcloud



sonarqube



Developer Edition