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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

**⊗** Code (436)

O Quick 68 Fix

Empty "case" clauses that fall through to the "default" should be omitted

Tags

Analyze your code

Search by name...

finding clumsy

Empty case clauses that fall through to the default are useless. Whether or not such a case is present, the default clause will be invoked. Such cases simply clutter the code, and should be removed.

## **Noncompliant Code Example**

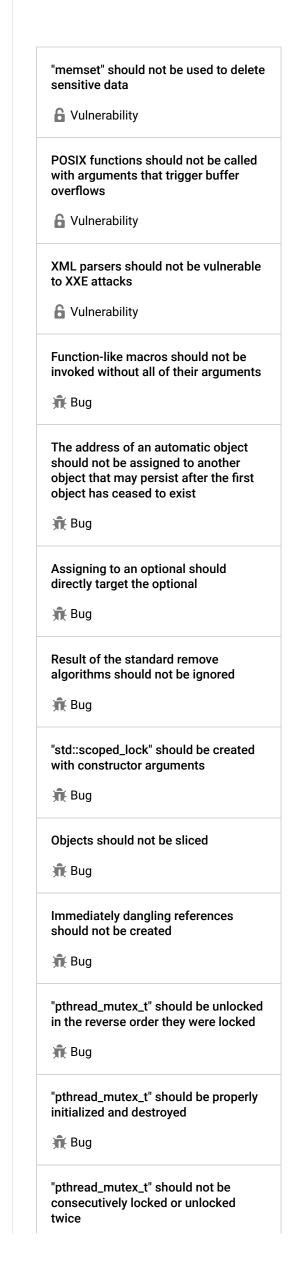
```
switch(ch)
  case 'a' :
    handleA();
    break;
  case 'b':
    handleB();
   break;
  case 'c' : // Noncompliant
  default:
    handleTheRest();
    break;
```

## **Compliant Solution**

```
switch(ch)
  case 'a' :
    handleA();
    break;
  case 'b' :
    handleB();
    break;
  default:
    handleTheRest();
    break;
}
Available In:
sonarlint ⊕ | sonarcloud 👌 | 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