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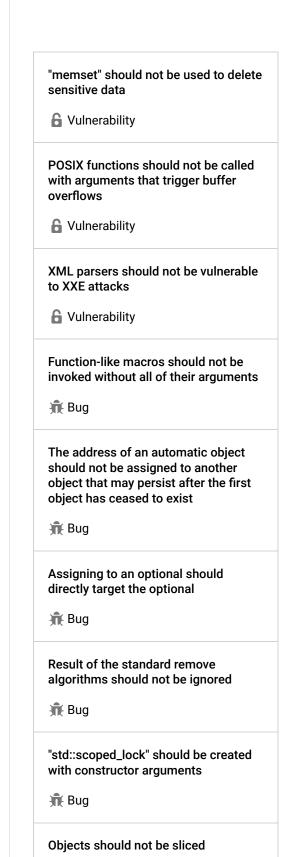


C++ static code analysis

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

All (578) rules	6 Vulnerability 13	∰ Bug 111	Security (18) Hotspot	Ode Smell 436	Quick 68 Fix

Tags



📆 Bug

📆 Bug

📆 Bug

📆 Bug

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

```
Blocking functions should not be
                                              Analyze your code
called inside critical sections
symbolic-execution
When entering a critical section the program holds a lock that can be hold by a single
entity at a time. It is then recommended that the critical section is reduced to the
minimum required and executed without any interruption.
Noncompliant Code Example
 void f() {
    std::mutex m;
    // ...
    m.lock();
    // ...
    sleep(1); // Noncompliant
    m.unlock();
 Available In:
 sonarlint ⊕ | sonarcloud 🔂 | sonarqube )
```

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