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## C static code analysis

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

All rules **311**

Vulnerability **13**

Bug **74**

Security Hotspot **18**

Code Smell **206**

Quick Fix **14**

Tags

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"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

"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

Bug

Functions with "noreturn" attribute should not return

Bug

"memcpy" should only be called with pointers to trivially copyable types with no padding

Bug

### Bit fields should not be used

Analyze your code

Code Smell Blocker performance pitfall

The real need for bit fields is narrow and highly specialized. Previously, they were used to save memory, but that's less a concern in modern systems than are the extra instructions required to interact with them. Today, they may be needed in direct hardware interaction, but since their behavior is platform-dependent, getting them right can be tricky, and since their use is increasingly rare these days, they're likely to confuse maintainers. For these reasons, it's simpler and more performant to use another field type instead of bit fields.

#### Noncompliant Code Example

```
unsigned int b1 : 3; // Noncompliant
unsigned char b2 : 3; // Noncompliant
```

#### Compliant Solution

```
unsigned int b1;
unsigned char b2;
```

Available In:

sonarlint | sonarcloud | sonarqube Developer Edition

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Stack allocated memory and non-owned memory should not be freed

 Bug

Closed resources should not be accessed

 Bug

Dynamically allocated memory should be released

 Bug

Freed memory should not be used