



**ABAP** 

Арех Арех

**C** C



CloudFormation

COBOL COBOL

C# C#

**∃** CSS

X Flex

**GO** Go

5 HTML

Js JavaScript

Kotlin

Kubernetes

Objective C

PHP

PL/I

PL/SQL

Python

RPG RPG

Ruby

Scala

Swift

**Terraform** 

**Text** 

Ts TypeScript

T-SQL

VB VB.NET

VB6 VB6

XML XML



## C++ static code analysis

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

Tags

"memset	t" should not be used to delete e data
6 Vulne	erability
	unctions should not be called uments that trigger buffer vs
<b>6</b> Vulne	erability
XML parto XXE a	sers should not be vulnerable ttacks
6 Vulne	erability
	n-like macros should not be without all of their arguments
👬 Bug	
should n object th	ress of an automatic object not be assigned to another nat may persist after the first as ceased to exist
📆 Bug	
	ng to an optional should target the optional
Rug	
	f the standard remove ms should not be ignored
👬 Bug	
	ped_lock" should be created structor arguments

📆 Bug

📆 Bug

📆 Bug

📆 Bug

📆 Bug

Objects should not be sliced

Immediately dangling references

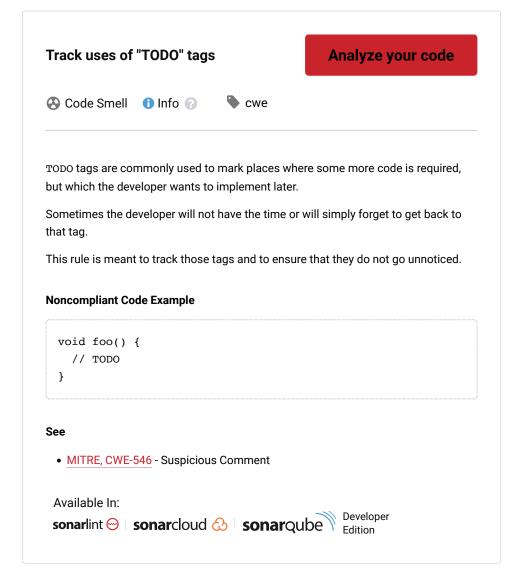
"pthread\_mutex\_t" should be unlocked in the reverse order they were locked

"pthread\_mutex\_t" should be properly

"pthread\_mutex\_t" should not be consecutively locked or unlocked

initialized and destroyed

should not be created



Search by name...

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🖟 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
🖟 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