



ABAP

APEX Apex

c C

© C++

CloudFormation

COBOL COBOL

C# C#

E CSS

X Flex

GO Go

THIML

🎒 Java

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

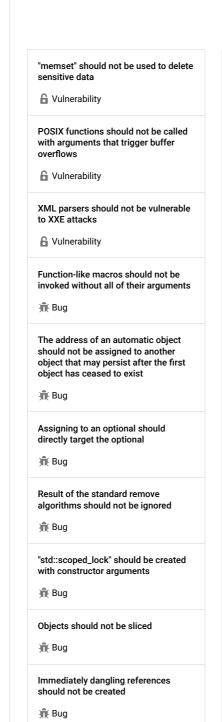
Unique rules to find Bugs, Vulnerabilities, Security Hotspots, and Code Smells in your C++ code

All 578 rules

Code 436 Smell

O Quick 68 Fix

Tags

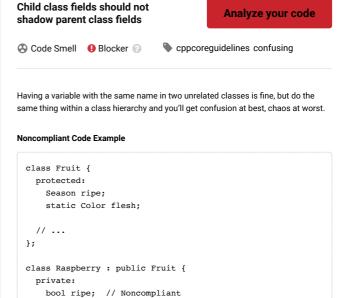


"pthread_mutex_t" should be unlocked

in the reverse order they were locked

"pthread_mutex_t" should be properly

Bug



static Color FLESH; // Noncompliant

Search by name.

Compliant Solution

```
class Fruit {
  protected:
    Season ripe;
    static Color flesh;

  // ...
};

class Raspberry : public Fruit {
  private:
    bool ripened;
    static Color FLESH_COLOR;
};
```

Exceptions

This rule ignores same-name fields that are static in both the parent and child classes. This rule ignores private parent class fields, but in all other such cases, the child class field should be renamed.

```
class Fruit {
  private:
    Season ripe;
    // ...
};
class Raspberry : public Fruit {
```

initialized and destroyed

👬 Bug

"pthread_mutex_t" should not be consecutively locked or unlocked twice

👬 Bug

"std::move" and "std::forward" should not be confused

🕕 Bug

A call to "wait()" on a "std::condition_variable" should have a

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