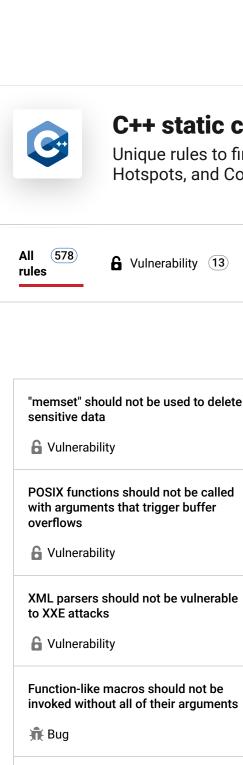
O Quick 68 Fix







The address of an automatic object

should not be assigned to another object that may persist after the first

Assigning to an optional should

Result of the standard remove

with constructor arguments

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

algorithms should not be ignored

"std::scoped\_lock" should be created

directly target the optional

object has ceased to exist

📆 Bug

## C++ static code analysis

Unique rules to find Bugs, Vuln	ierabilities, Security
Hotspots, and Code Smells in <code>:</code>	your C++ code

**R** Bug 111

Security Hotspot

	stances of the "#error" ssor directive being	Analyze you	r code
<b>⇔</b> Code S	emell 1 Info 🕝		
	eates a issue whenever an #err		
during the p	project's analysis. In most cases,	this indicates that the propre	ocessor v
hadly confi	•	•	
	gured. Some predefined macros onfiguration.	•	
to fix the co	gured. Some predefined macros onfiguration.	•	
to fix the co	gured. Some predefined macros	•	
to fix the co	gured. Some predefined macros onfiguration.	•	
Noncomplia #error  Available	gured. Some predefined macros onfiguration.  ant Code Example  This is an error	or library include paths migh	
Noncomplia #error  Available	gured. Some predefined macros onfiguration.  ant Code Example  This is an error	or library include paths migh	

© Code (436)

Smell

Privacy Policy

🖟 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