O Quick 68 Fix



- Secrets **ABAP** Apex С C++ CloudFormation COBOL
- C#
- CSS
- Flex
- Go =GO
- Java

5

JavaScript

HTML

- Kotlin
- Kubernetes
- Objective C
- PHP
- PL/I
- PL/SQL
- Python
- **RPG**
- Ruby
- Scala
- Swift
- Terraform
- Text
- **TypeScript**
- T-SQL
- **VB.NET**
- VB6
- XML



578

C++ static code analysis

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

Security Hotspot

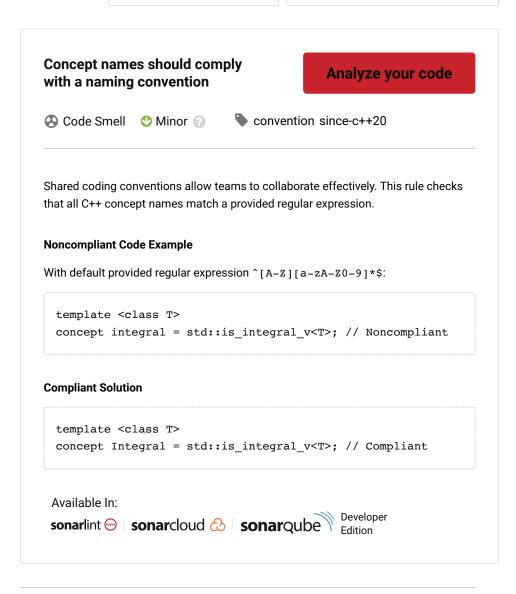
Tags

rules Vulnerability 13	Rug (
"memset" should not be used to delete sensitive data • Vulnerability	C W
POSIX functions should not be called with arguments that trigger buffer	-
overflows Culnerability	S
XML parsers should not be vulnerable to XXE attacks	N
Function-like macros should not be invoked without all of their arguments	-
₩ Bug	C
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	
Assigning to an optional should directly target the optional	
Result of the standard remove algorithms should not be ignored	© Sc
🖟 Bug	
"std::scoped_lock" should be created with constructor arguments	
∰ Bug	
Objects should not be sliced	
₩ Bug	
Immediately dangling references should not be created	
₩ Bug	
"pthread_mutex_t" should be unlocked in the reverse order they were locked	
AK DOG	

initialized and destroyed

"pthread_mutex_t" should not be consecutively locked or unlocked

📆 Bug



⊕ Code (436)

Search by name...

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🖟 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
🖟 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