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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

Search by name...

"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

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

Type specifiers should be listed in a standard order

Analyze your code

Code Smell | Minor | cppcoreguidelines

Shared coding conventions allow teams to collaborate efficiently. This rule checks that type specifiers always appear in the following order:

1. `typedef`
2. type name, spelling of built-in types with more than one type-specifier:
   1. signedness - `signed` or `unsigned`
   2. last single type-specifier or
      - `short int`
      - `long int`
      - `long long int`
      - `long double`

Since the positioning of the `const` keyword is controversial, this rule does not check it.

Noncompliant Code Example

```
int typedef T;

double long d;
char unsigned ch;
long signed int i;
```

Compliant Solution

```
typedef int T;

long double d;
unsigned char ch;
signed long int i;
```

See

- C++ Core Guidelines NL.26 - Use conventional `const` notation

Available In:

sonarlint | sonarcloud | sonarqube Developer Edition

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