

- Secrets
- ABAP
- Apex
- C
- C++
- CloudFormation
- COBOL
- C#
- CSS
- Flex
- Go
- HTML
- Java
- JavaScript
- Kotlin
- Kubernetes
- Objective C
- PHP
- PL/I
- PL/SQL
- Python
- RPG
- Ruby
- Scala
- Swift
- Terraform
- Text
- TypeScript
- T-SQL
- VB.NET
- VB6
- XML



C++ static code analysis

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

All rules 578

Vulnerability 13

Bug 111

Security Hotspot 18

Code Smell 436

Quick Fix 68

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

Assigning to an optional should directly target the optional

Bug

Result of the standard remove algorithms should not be ignored

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

Bug

"pthread_mutex_t" should be properly initialized and destroyed

Bug

"pthread_mutex_t" should not be consecutively locked or unlocked twice

Unary minus should not be applied to an unsigned expression

Analyze your code

Bug Major based-on-misra

Applying the unary minus operator to an unsigned variable or expression will always yield another unsigned expression. More plainly, in some cases the operation itself is meaningless, and in some other cases the result will be unexpected. In all cases it is bad practice. Therefore the unary minus operator should not be applied to unsigned variables or expressions.

Noncompliant Code Example

```
uint8_t a = -1U;
int32_t b = -a; // Noncompliant; b is assigned -255
uint32_t c = 1U;
int64_t d = -c; // Noncompliant; d is assigned MAX_UINT
```

Exceptions

This rule ignores `-1U` because it is commonly used as shorthand for `MAX_UINT`.

See

- MISRA C:2004, 12.9 - The unary minus operator shall not be applied to an expression whose underlying type is unsigned.
- MISRA C++:2008, 5-3-2 - The unary minus operator shall not be applied to an expression whose underlying type is unsigned.
- MISRA C:2012, 10.1 - Operands shall not be of an inappropriate essential type

Available In:

sonarlint | sonarcloud | sonarqube Developer Edition

 Bug
"std::move" and "std::forward" should not be confused  Bug
A call to "wait()" on a "std::condition_variable" should have a condition  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  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  Bug
Destructors should be "noexcept"  Bug