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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 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

## Exception classes should be caught by reference

Analyze your code

Bug | Major | Quick Fix | cppcoreguidelines cert misra-c++2008

Catching an exception class by value rather than by reference has several bad effects:

- Slicing occurs, yielding an instance of the exception's base class, rather than the potentially more specific exception class that was actually thrown. This means that only the base class' functions will be available; any additional data or functionality that is offered by the extended class will not be accessible.
- Memory is allocated unnecessarily.
- Copying the exception class might potentially throw an exception.

You might also be tempted to catch an exception by pointer, but this causes issues related to the exception lifetime, and should also be avoided. This situation is detected by rule {rule:cpp:S1035}.

Therefore exception classes should always be caught by reference.

### Noncompliant Code Example

```
try
{
  // ...
}
catch(ExceptionClass ex)
{
  //...
}
```

### Compliant Solution

```
try
{
  // ...
}
catch(ExceptionClass &ex)
{
  //...
}
```

### See

- MISRA C++:2008, 15-3-5 - A class type exception shall always be caught by reference
- CERT, ERR61-CPP. - Catch exceptions by lvalue reference
- C++ Core Guidelines E.15 - Catch exceptions from a hierarchy by reference

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