



**ABAP** 

АРЕХ Арех

**C** C

C++

CloudFormation

COBOL COBOL

C# C#

**3** CSS

X Flex

**GO** Go

HTML

Java

Js JavaScript

Kotlin

\_

Kubernetes

Objective CPHP

PL/I PL/I

PL/SQL PL/SQL

Python

RPG RPG

Ruby

Scala

Swift

**Terraform** 

**Text** 

TS TypeScript

T-SQL

VB VB.NET

VB6 VB6

XML XML



## **C++ static code analysis**

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

"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

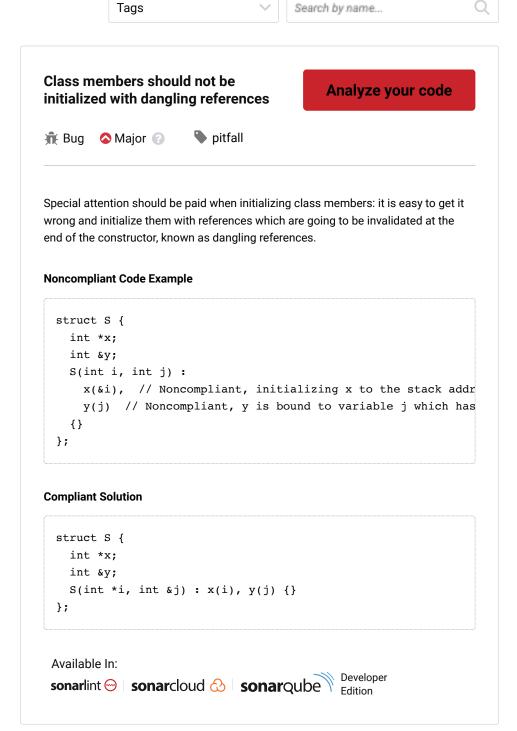
"pthread\_mutex\_t" should be unlocked in the reverse order they were locked

📆 Bug

"pthread\_mutex\_t" should be properly initialized and destroyed

📆 Bug

"pthread\_mutex\_t" should not be consecutively locked or unlocked twice



© 2008-2022 SonarSource S.A., Switzerland. All content is copyright protected. SONAR, SONARSOURCE, SONARLINT, SONARQUBE and SONARCLOUD are trademarks of SonarSource S.A. All other trademarks and copyrights are the property of their respective owners. All rights are expressly reserved.

Privacy Policy

I
🖟 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
<b>ਜ਼ਿ</b> 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