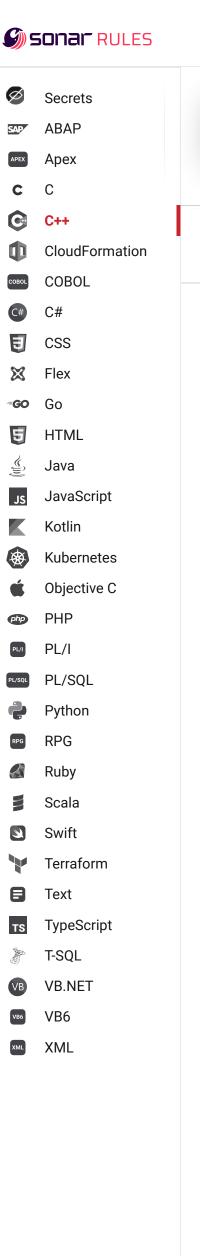
O Quick 68 Fix

Q





578

ΑII

rules

C++ static code analysis

6 Vulnerability (13)

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

R Bug (111)

o Security

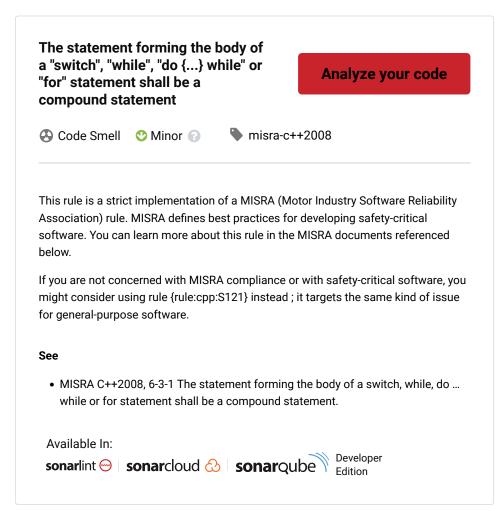
Tags

Hotspot

	emset" should not be used to delet nsitive data
6	Vulnerability
wi	OSIX functions should not be called th arguments that trigger buffer erflows
6	Vulnerability
	/IL parsers should not be vulnerable XXE attacks
6	Vulnerability
_	nction-like macros should not be oked without all of their arguments
ĴĴ	² Bug
sh ob	e address of an automatic object ould not be assigned to another ject that may persist after the first ject has ceased to exist
ĴŪ	Bug
	signing to an optional should ectly target the optional
ĴĴ	Bug
	sult of the standard remove gorithms should not be ignored
ĴĴ	Bug
	d::scoped_lock" should be created th constructor arguments
ĴĴ	Bug
Ob	jects should not be sliced
ĴŢ	⁴ Bug
	mediately dangling references ould not be created
)ÎĮ	Bug
	hread_mutex_t" should be unlocked the reverse order they were locked
ĴĴ	Bug

📆 Bug

"pthread_mutex_t" should not be consecutively locked or unlocked



⇔ Code (436)

Search by name...

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I
🖟 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
ਜ਼ਿ 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