O Quick 68 Fix





Go =GO

5 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

o Security All 578 **R** Bug (111) 6 Vulnerability 13 rules Hotspot

> Tags Search by name...

**⊗** Code (436)

"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

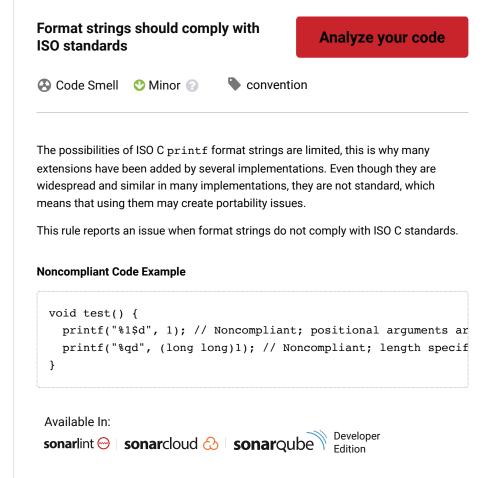
"pthread\_mutex\_t" should be unlocked in the reverse order they were locked

📆 Bug

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

📆 Bug

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



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| 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<br>only be cast to a pointer to a derived<br>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<br>pointers to trivially copyable types<br>with no padding                      |
| 🙃 Bug   |
| "memcpy", "memmove", and "memset"<br>should only be called with pointers to<br>trivially copyable types             |
| 🙃 Bug   |
| "std::auto_ptr" should not be used  |
| <b>n</b> Bug  |
| Destructors should be "noexcept"  |
| 🖟 Bug   |