

C C

CloudFormation

COBOL

C++

C# C#

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⊠ Flex

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衡 Java

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Objective C

PHP PHP

PL/SQL PL/SQL

PL/I

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

All 578 Vulnerability 13

R Bug (111)

Security Hotspot

⊗ Code 436

O Quick 68 Fix

Tags

Search by name...

"memset" should not be used to delete sensitive data

6 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

<table-of-contents> Bug

Objects should not be sliced

👬 Bug

Immediately dangling references should not be created

🕀 Bug

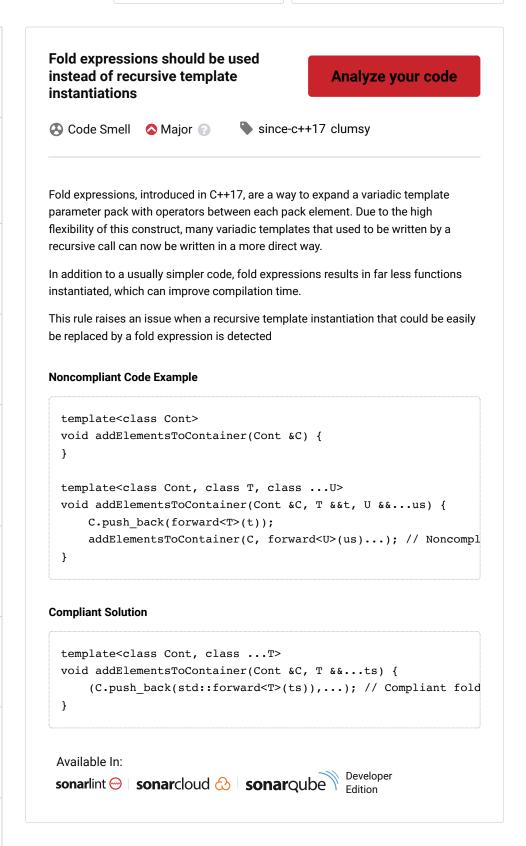
"pthread_mutex_t" should be unlocked in the reverse order they were locked

📆 Bug

"pthread_mutex_t" should be properly initialized and destroyed

📆 Bug

"pthread_mutex_t" should not be consecutively locked or unlocked twice



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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 |