



APEX Apex

**C** C

C++

CloudFormation

COBOL COBOL

C# C#

**3** css

. .

X Flex

=GO

**5** HTML

Go

Java

Js JavaScript

Kotlin

Kubernetes

Objective C

PHP

PL/I

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

All 578 rules Vulnerability 13

🛊 Bug (111)

Security Hotspot

⊗ Code 436 Smell

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

📆 Bug

Objects should not be sliced

📆 Bug

Immediately dangling references should not be created

🕀 Bug

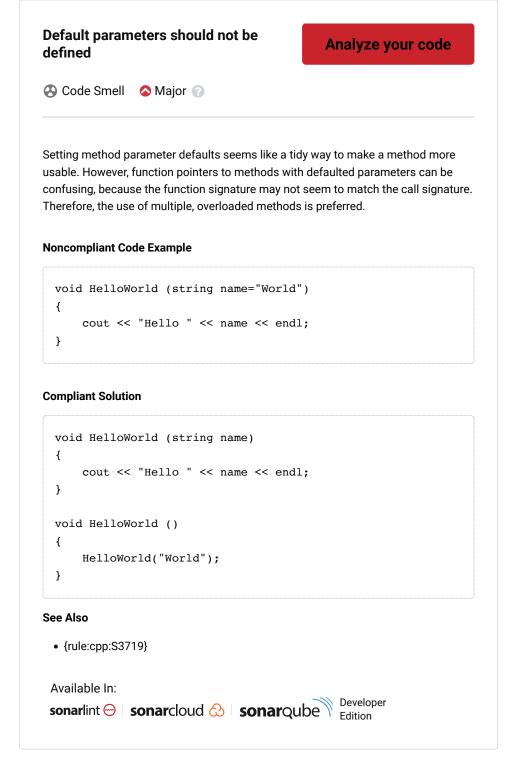
"pthread\_mutex\_t" should be unlocked in the reverse order they were locked

📆 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   |
| <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   |