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C++ static code analysis


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


All rules 578

 Vulnerability 13

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"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

Lambdas should not be used

Analyze your code

 Code Smell  Critical  since-c++11

Lambdas are a concise way of creating anonymous functions - when those functions are themselves concise. However, the use of lambdas for sizable functions can make the code difficult to read. More importantly, following variable capture in lambdas can be difficult, potentially leading to dangling pointers. Therefore lambdas should be avoided.

Noncompliant Code Example

```
int main() {
    auto func = [] () { std::cout << "Hello world" << std::endl;
    func();
}
```

Compliant Solution

```
void func () {
    std::cout << "Hello world" << std::endl;
}

int main() {
    func();
}
```

Available In:

sonarlint  | sonarcloud  | sonarqube  Developer Edition

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 Bug
"std::move" and "std::forward" should not be confused  Bug
A call to "wait()" on a "std::condition_variable" should have a condition  Bug
A pointer to a virtual base class shall only be cast to a pointer to a derived class by means of dynamic_cast  Bug
Functions with "noreturn" attribute should not return  Bug
RAII objects should not be temporary  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  Bug
Destructors should be "noexcept"  Bug