

- Secrets
- ABAP
- Apex
- C**
- C++
- CloudFormation
- COBOL
- C#
- CSS
- Flex
- Go
- 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

All rules **311**

Vulnerability **13**

Bug **74**

Security Hotspot **18**

Code Smell **206**

Quick Fix **14**

Tags

Search by name...



"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

"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

Bug

Functions with "noreturn" attribute should not return

Bug

"memcpy" should only be called with pointers to trivially copyable types with no padding

Bug

"default" clauses should be first or last

Analyze your code

Code Smell

Critical

based-on-misra misra-c2004
misra-c2012

switch can contain a default clause for various reasons: to handle unexpected values, to show that all the cases were properly considered.

For readability purpose, to help a developer to quickly find the default behavior of a switch statement, it is recommended to put the default clause at the end of the switch statement. This rule raises an issue if the default clause is not the first or the last one of the switch's cases.

Noncompliant Code Example

```
switch (param) {  
    case 0:  
        doSomething();  
        break;  
    default: // default clause should be the first or last one  
        error();  
        break;  
    case 1:  
        doSomethingElse();  
        break;  
}
```

Compliant Solution

```
switch (param) {  
    case 0:  
        doSomething();  
        break;  
    case 1:  
        doSomethingElse();  
        break;  
    default:  
        error();  
        break;  
}
```

See

- MISRA C:2004, 15.3 - The final clause of a switch statement shall be the default clause
- MISRA C++:2008, 6-4-6 - The final clause of a switch statement shall be the default-clause
- MISRA C:2012, 16.4 - Every switch statement shall have a default label
- MISRA C:2012, 16.5 - A default label shall appear as either the first or the last switch label of a switch statement

Stack allocated memory and non-owned memory should not be freed

 Bug

Closed resources should not be accessed

 Bug

Dynamically allocated memory should be released

 Bug

Freed memory should not be used

Available In:

sonarlint  | **sonarcloud**  | **sonarqube**  Developer Edition

© 2008-2022 SonarSource S.A., Switzerland. All content is copyright protected. SONAR, SONARSOURCE, SONARLINT, SONARQUBE and SONARCLOUD are trademarks of SonarSource S.A. All other trademarks and copyrights are the property of their respective owners. All rights are expressly reserved.
[Privacy Policy](#)