

Go

=GO

HTML 5

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** 

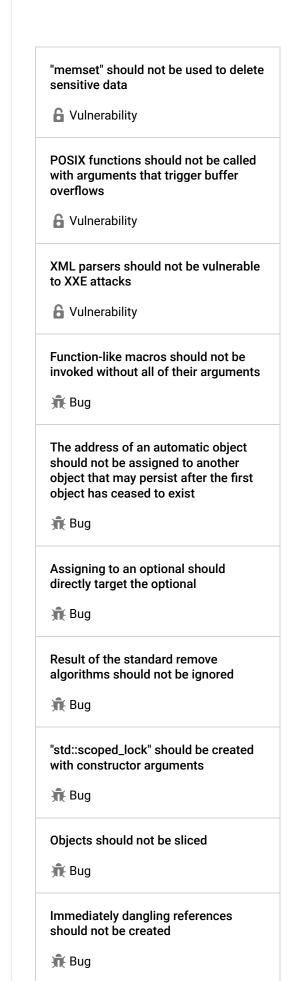


## C++ static code analysis

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

o Security **⊗** Code (436) Quick 68 Fix ΑII 578 **R** Bug (111) **6** Vulnerability 13 € rules Hotspot

Tags



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

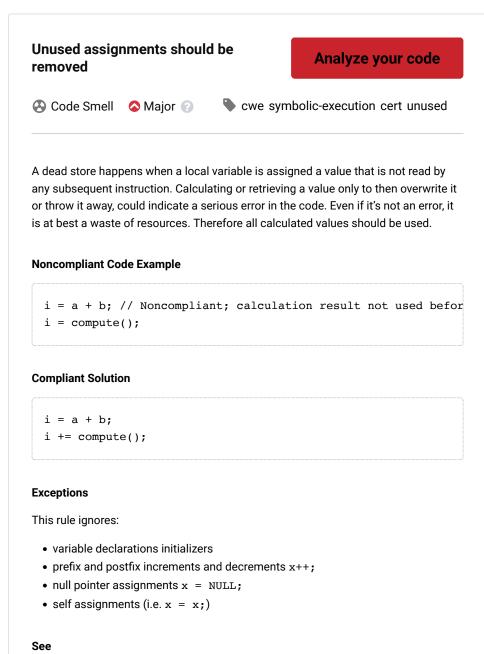
"pthread\_mutex\_t" should be properly

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

initialized and destroyed

📆 Bug

📆 Bug



Search by name...

© 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

• MITRE, CWE-563 - Assignment to Variable without Use ('Unused Variable')

CERT, MSC56-J. - Detect and remove superfluous code and values

sonarlint sonarcloud sonarqube between

• CERT, MSC13-C. - Detect and remove unused values

Available In:

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 only be cast to a pointer to a derived 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 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
<b>n</b> Bug
Destructors should be "noexcept"
🖟 Bug