

Go =GO

5 HTML

Java

**JavaScript** 

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**RPG** 

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Scala

Swift

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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) O Quick 68 Fix ΑII 578 **R** Bug (111) 6 Vulnerability 13 Hotspot rules Tags Search by name... "memset" should not be used to delete Track comments matching a sensitive data Analyze your code

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

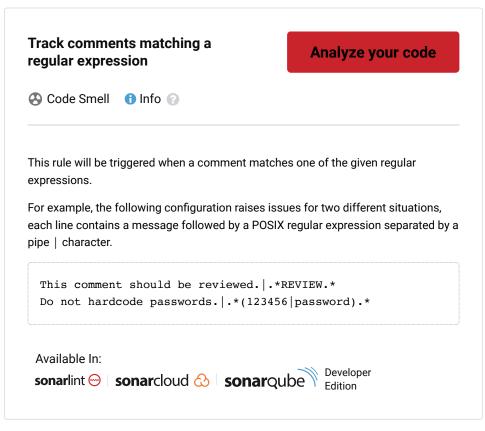
"pthread\_mutex\_t" should be unlocked in the reverse order they were locked

📆 Bug

"pthread\_mutex\_t" should be properly initialized and destroyed

📆 Bug

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



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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 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