



5

HTML

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Swift

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Kubernetes

Objective C



C++ static code analysis

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

⇔ Code (436) • Security O Quick 68 Fix ΑII 578 (18) **R** Bug (111) 6 Vulnerability 13 rules Hotspot

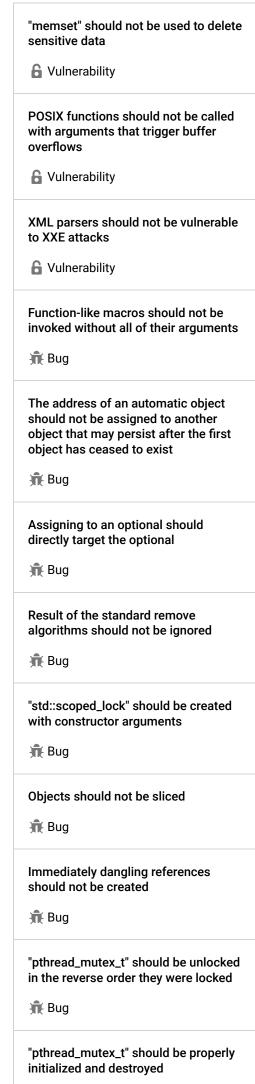
Tags

"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

' <signal.h>" should not be used</signal.h>	Analyze your code
🏗 Bug 🛮 🟠 Critical 😰 🕒 based-on-mi	sra lock-in
Signal handling contains implementation-defined	d and undefined behavior.
Noncompliant Code Example	
#include <signal.h> /* Noncomplian</signal.h>	nt */
See	
 MISRA C:2004, 20.8 - The signal handling facused. 	cilities of <signal.h> shall not be</signal.h>
MISRA C:2012, 21.5 - The standard header fit	le <signal.h> shall not be used</signal.h>
Available In: sonarlint sonarcloud sonarc	Developer

Search by name...

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📆 Bug

"pthread_mutex_t" should not be consecutively locked or unlocked

🖟 Bug
"std::move" and "std::forward" should not be confused
∰ 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
🖟 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
n Bug
Destructors should be "noexcept"
🖟 Bug