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# C++ static code analysis

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

All rules578

Vulnerability13

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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

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

Coroutines should not have too many lines of code

Analyze your code

Code SmellMajorsince-c++20 brain-overload

A coroutine that grows too large tends to aggregate too many responsibilities.

Such coroutines inevitably become harder to understand and therefore harder to maintain.

Above a specific threshold, it is strongly advised to refactor into smaller functions which focus on well-defined tasks. It might be difficult to split the parts of a coroutine that contain `co_yield` or `co_await` statements, but the other parts can be split into normal functions.

These smaller functions will not only be easier to understand, but also probably easier to test.

Available In:

sonarlint | sonarcloud | sonarqube Developer Edition

 Bug
<b>"std::move" and "std::forward" should not be confused</b>  Bug
<b>A call to "wait()" on a "std::condition_variable" should have a condition</b>  Bug
<b>A pointer to a virtual base class shall only be cast to a pointer to a derived class by means of dynamic_cast</b>  Bug
<b>Functions with "noreturn" attribute should not return</b>  Bug
<b>RAII objects should not be temporary</b>  Bug
<b>"memcmp" should only be called with pointers to trivially copyable types with no padding</b>  Bug
<b>"memcpy", "memmove", and "memset" should only be called with pointers to trivially copyable types</b>  Bug
<b>"std::auto_ptr" should not be used</b>  Bug
<b>Destructors should be "noexcept"</b>  Bug