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C++ static code analysis

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

All rules 578

 Vulnerability 13

 Bug 111

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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

"static" members should be accessed statically

Analyze your code

 Code Smell  Major  Quick Fix  pitfall

While it is *possible* to access `static` members from a class instance, it's bad form, and considered by most to be misleading because it implies to the readers of your code that there's an instance of the member per class instance.

Noncompliant Code Example

```
class MyClass {
public :
    static void Mymethod() {
        // ...
    }
};

MyClass* pmyclass = new MyClass();
pmyclass->Mymethod(); // Noncompliant
```

Compliant Solution

```
class MyClass {
public :
    static Mymethod() {
        // ...
    }
};

Myclass::Mymethod();
```

Available In:

 |  |  Developer Edition

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 Bug
"std::move" and "std::forward" should not be confused  Bug
A call to "wait()" on a "std::condition_variable" should have a condition  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  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  Bug
Destructors should be "noexcept"  Bug