O Quick 68 Fix





T-SQL **VB.NET**

TypeScript

VB6

XML



All

578

C++ static code analysis

6 Vulnerability 13

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

R Bug (111)

• Security

Tags

Hotspot

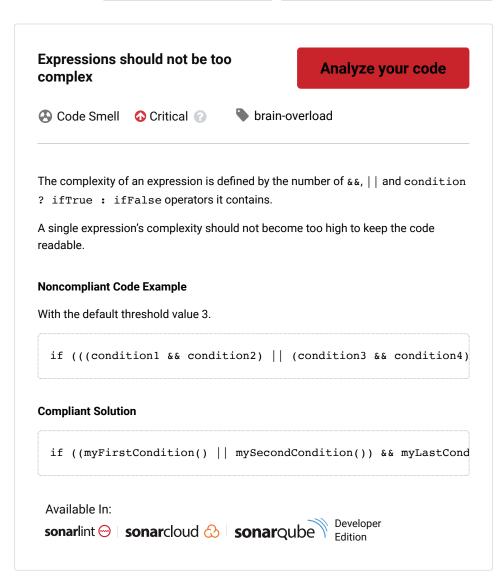
	'memset" should not be used to delet sensitive data
	备 Vulnerability
١	POSIX functions should not be called with arguments that trigger buffer overflows
	읍 Vulnerability
	XML parsers should not be vulnerable to XXE attacks
	읍 Vulnerability
	Function-like macros should not be nvoked without all of their arguments
	f t 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
	n i∈ Bug
	Assigning to an optional should directly target the optional
	f Bug
•	Result of the standard remove algorithms should not be ignored
	🕏 Bug
	std::scoped_lock" should be created with constructor arguments
	n Bug
(Objects should not be sliced
	n Bug
	mmediately dangling references should not be created
	n t Bug
	pthread_mutex_t" should be unlocked n the reverse order they were locked
	n Bug

"pthread_mutex_t" should be properly

"pthread_mutex_t" should not be consecutively locked or unlocked

initialized and destroyed

📆 Bug



⊗ Code (436)

Search by name...

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I
🖟 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
ਜ਼ਿ 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