



PHP

PL/I

PL/SQL

Python

**RPG** 

Ruby

Scala

Swift

Text

T-SQL

**VB.NET** 

VB6

XML

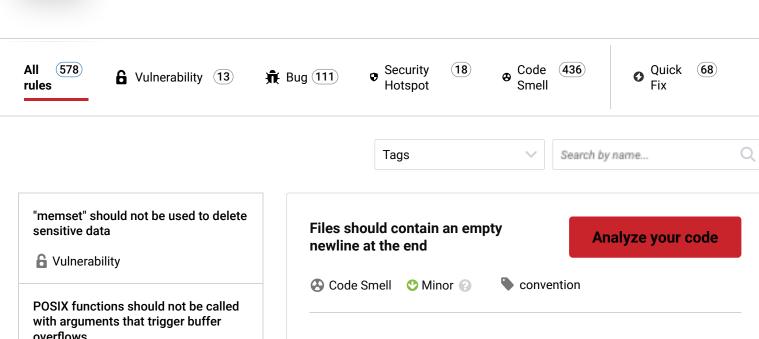
Terraform

**TypeScript** 



## C++ static code analysis

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



overflows
XML parsers should not be vulnerable to XXE attacks  Uulnerability
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
Rug

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

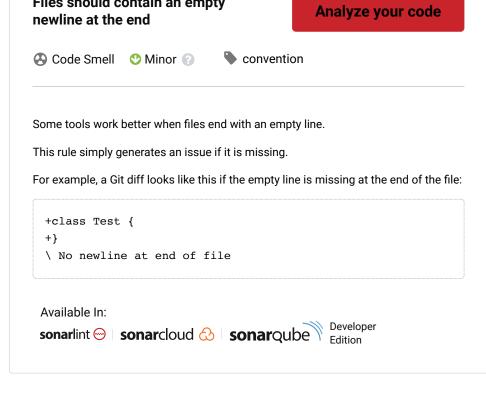
"pthread\_mutex\_t" should be unlocked in the reverse order they were locked

📆 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