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C static code analysis

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

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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

"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
Bug

Functions with "noreturn" attribute should not return
Bug

"memcmp" should only be called with pointers to trivially copyable types with no padding
Bug

Redundant pairs of parentheses should be removed

Analyze your code

Code Smell | Major | Quick Fix | confusing

The use of parentheses, even those not required to enforce a desired order of operations, can clarify the intent behind a piece of code. But redundant pairs of parentheses could be misleading, and should be removed.

Noncompliant Code Example

```
int x = (y / 2 + 1);   //Compliant even if the parenthesis ar

if (a && ((x+y > 0))) {  // Noncompliant
  //...
}

return ((x + 1));  // Noncompliant
```

Compliant Solution

```
int x = (y / 2 + 1);

if (a && (x+y > 0)) {
  //...
}

return (x + 1);
```

Exceptions

When the result of an assignment is used as a condition, clang raises a warning to make sure the purpose was not to use == in place of =. Adding some parentheses around the assignment is a common way to silence this clang warning. So, no issue is raised in such case.

```
if ((x = 7)) {} // Compliant
```

Available In:

sonarlint | sonarcloud | sonarqube Developer Edition

Stack allocated memory and non-owned memory should not be freed

Bug

Closed resources should not be accessed

Bug

Dynamically allocated memory should be released

Bug

Freed memory should not be used