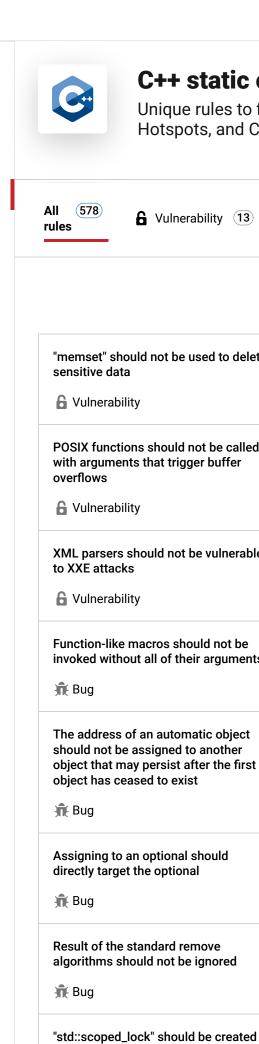




VB6

XML



with constructor arguments

Objects should not be sliced

Immediately dangling references

"pthread_mutex_t" should be unlocked in the reverse order they were locked

"pthread_mutex_t" should be properly

"pthread_mutex_t" should not be consecutively locked or unlocked

initialized and destroyed

should not be created

📆 Bug

📆 Bug

👬 Bug

📆 Bug

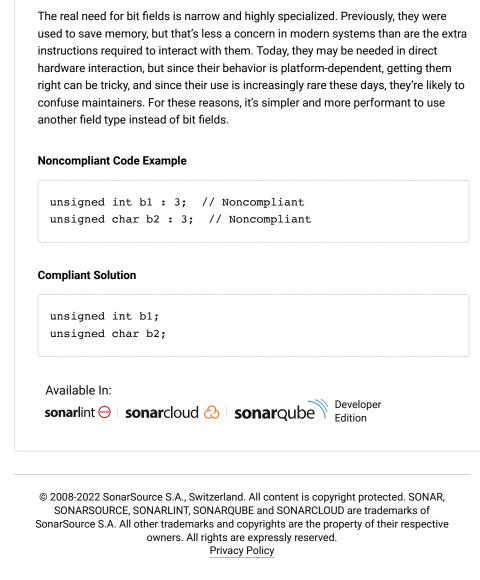
📆 Bug



C++ static code analysis

Unique rules to find Bugs, Vulnerabilities, Security

Hotspots, and Code Smells in your C++ code		
All 578 Vulnerability 13	Bug 111 Security 18 Code 436 Quick 68 Smell Fix	
	Tags Search by name	
"memset" should not be used to delete sensitive data • Vulnerability	Bit fields should not be used Analyze your code	
POSIX functions should not be called with arguments that trigger buffer overflows Uulnerability	Code Smell	
XML parsers should not be vulnerable to XXE attacks • Vulnerability	instructions required to interact with them. Today, they may be needed in direct hardware interaction, but since their behavior is platform-dependent, getting ther right can be tricky, and since their use is increasingly rare these days, they're likel confuse maintainers. For these reasons, it's simpler and more performant to use another field type instead of bit fields.	
Function-like macros should not be invoked without all of their arguments	Noncompliant Code Example unsigned int b1 : 3; // Noncompliant	
The address of an automatic object should not be assigned to another object that may persist after the first	unsigned char b2 : 3; // Noncompliant Compliant Solution	
object that may persist after the first object has ceased to exist	<pre>unsigned int b1; unsigned char b2;</pre>	
Assigning to an optional should		



🖟 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
🖟 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