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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 **311**

Vulnerability **13**

Bug **74**

Security Hotspot **18**

Code Smell **206**

Quick Fix **14**

Tags

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"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

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

Bug

Increment should not be used to set boolean variables to 'true'

Analyze your code

Code Smell Major ? obsolete confusing

It is possible to use the increment operator ++, to set the value of a bool(C++) or \_Bool(C) variable to true. But this feature has been deprecated in C++ since the 1998 version of the standard, removed in C++17, and even where allowed, is simply confusing.

### Noncompliant Code Example

```
bool alive;
...
alive++;
```

### Compliant Solution

```
bool alive;
...
alive = true;
```

### See

- ISO/IEC 14882:1998, 5.3.2

Available In:

sonarlint | sonarcloud | sonarqube Developer Edition

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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