Quick 68 Fix





PL/SQL

Python

**RPG** 

Ruby

Scala

Swift

Text

T-SQL

**VB.NET** 

VB6

XML

Terraform

**TypeScript** 



rules

## 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 Hotspot

18

"memset	t" should not be used to de e data	lete
6 Vulne	erability	
	unctions should not be calle uments that trigger buffer s	ed
<b>6</b> Vulne	erability	
XML parto XXE a	sers should not be vulneral ttacks	ble
<b>6</b> Vulne	erability	
	l-like macros should not be without all of their argume	
📆 Bug		
should n object th	ress of an automatic object ot be assigned to another at may persist after the firs as ceased to exist	
📆 Bug		
	ng to an optional should carget the optional	
🕀 Bug		
	f the standard remove ns should not be ignored	
🛈 Bug		
	ped_lock" should be create	ed

📆 Bug

📆 Bug

📆 Bug

📆 Bug

📆 Bug

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

followed l	' directives should by either <filenam " sequences</filenam 		Analyze your o	code
📆 Bug 🧳	Major ? b	oased-on-mis	sra	
behavior is ι	e only forms for the # undefined when other to  nt Code Example		ective permitted by the stan	dard. Th
#include	e filename.h	// Non	compliant	
	colution e "filename.h" e <filename.h></filename.h>	// C	ompliant	
#define	HEADER "filename	e.h"		
See				
<filenam (="" (<="" <filenam="" misra="" td="" •=""><td>ne&gt; or "filename" sequ C++:2008, 16-2-6 - The ne&gt; or "filename" sequ</td><td>ence. #include dire ence. clude directive</td><td>e shall be followed by either ective shall be followed by e shall be followed by either</td><td>ither a</td></filenam>	ne> or "filename" sequ C++:2008, 16-2-6 - The ne> or "filename" sequ	ence. #include dire ence. clude directive	e shall be followed by either ective shall be followed by e shall be followed by either	ither a
Available	In:			

**⊗** Code Smell (436)

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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