O Quick 68 Fix





Python **RPG** 

Ruby Scala

Swift

Terraform

Text

**TypeScript** 

T-SQL

**VB.NET** 

VB6

**XML** 



ΑII

578

## C++ static code analysis

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

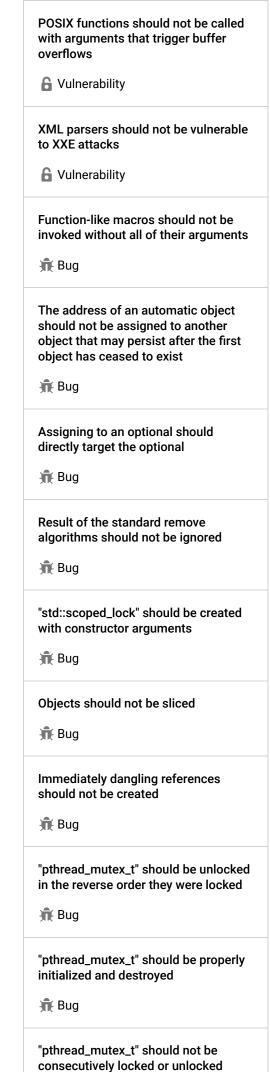
• Security 6 Vulnerability (13) **R** Bug (111) rules Hotspot Tags "memset" should not be used to delete sensitive data commented out Vulnerability POSIX functions should not be called with arguments that trigger buffer overflows ■ Vulnerability required. XML parsers should not be vulnerable to XXE attacks **Exceptions** ■ Vulnerability HTML tags. Function-like macros should not be invoked without all of their arguments See 📆 Bug The address of an automatic object C-style comments. should not be assigned to another object that may persist after the first object has ceased to exist C++ comments. 🖷 Bug Available In: Assigning to an optional should

Sections of code should not be Analyze your code based-on-misra unused Programmers should not comment out code as it bloats programs and reduces Unused code should be deleted and can be retrieved from source control history if This rule does not apply to code documentation using Doxygen, QDoc, markdown, or • MISRA C:2004, 2.4 - Sections of code should not be "commented out". • MISRA C++:2008, 2-7-2 - Sections of code shall not be "commented out" using • MISRA C++:2008, 2-7-3 - Sections of code should not be "commented out" using • MISRA C:2012, Dir. 4.4 - Sections of code should not be "commented out" sonarlint 😊 | sonarcloud 🙆 | sonarqube | Developer

**⊗** Code (436)

Search by name...

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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