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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 578 | Vulnerability 13 | Bug 111 | Security Hotspot 18 | Code Smell 436 | Quick Fix 68

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

Assigning to an optional should directly target the optional
Bug

Result of the standard remove algorithms should not be ignored
Bug

"std::scoped_lock" should be created with constructor arguments
Bug

Objects should not be sliced
Bug

Immediately dangling references should not be created
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

Boolean operations should not have numeric operands, and vice versa

Analyze your code

Bug | Major | cppcoreguidelines based-on-misra cert

There are several constructs in the language that work with boolean:

- If statements: `if (b) ...`
- Conditional operator: `int i = b ? 0 : 42;`
- Logical operators: `(b1 || b2) && !b3`

Those operations would also work with arithmetic or enum values operands, because there is a conversion from those types to bool. However, this conversion might not always be obvious, for instance, an integer return code might use the value `0` to indicate that everything worked as expected, but converted to boolean, this value would be `false`, which often denotes failure. Conversion from integer to bool should be explicit.

Moreover, a logical operation with integer types might also be a confusion with the bitwise operators (`&`, `|` and `~`).

Converting a pointer to `bool` to check if it is null is idiomatic and is allowed by this rule. We also allow the use of any user-defined type convertible to bool (for instance `std::ostream`), since they were specifically designed to be used in such situations. What this rule really detects is the use or arithmetic types (`int`, `long`...) and of enum types.

On the other hand, arithmetic operations are defined with booleans, but usually make little sense (think of adding two booleans). Booleans should not be used in an arithmetic context.

Finally, comparing a boolean with the literals `true` or `false` is unnecessarily verbose, and should be avoided.

Noncompliant Code Example

```
if ( 1 && ( c < d ) ) // Noncompliant
if ( ( a < b ) && ( c + d ) ) // Noncompliant
if ( u8_a && ( c + d ) ) // Noncompliant
if ( !0 ) // Noncompliant, always true
if ( !ptr ) // Compliant
if ( ( a < b ) && ( c < d ) ) // Compliant
if ( !false ) // Compliant
if (!!a) // Compliant by exception
if ( ( a < b ) == true) // Noncompliant
```

Compliant Solution

```
if ( 1 != 0 && ( c < d ) ) // Compliant, but left operand is
if ( ( a < b ) && ( c + d ) != 0 ) // Compliant
if ( u8_a != 0 && ( c + d ) != 0) // Compliant
if ( 0 == 0 ) // Compliant, always true
if ( a < b )
```

Exceptions

Some people use `!!` as a shortcut to cast an integer to bool. This usage of the `!` operator with an integer argument is allowed for this rule.

See

- MISRA C:2004, 12.6 - The operands of logical operators (&&, || and !) should be

effectively Boolean. Expressions that are effectively Boolean should not be used as operands to operators other than (&&, || and !).

- MISRA C++:2008, 5-3-1 - Each operand of the ! operator, the logical && or the logical || operators shall have type bool.
- CERT, EXP54-J. - Understand the differences between bitwise and logical operators
- CERT, EXP13-C. - Treat relational and equality operators as if they were nonassociative
- C++ Core Guidelines ES.87 - Don't add redundant == or != to conditions

Available In:

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Bug

"std::move" and "std::forward" should not be confused

Bug

A call to "wait()" on a "std::condition_variable" should have a condition

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

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

Bug

Destructors should be "noexcept"

Bug