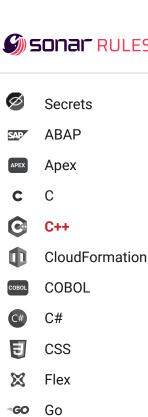
O Quick 68 Fix





HTML 5

Java

**JavaScript** 

Kotlin

Kubernetes

Objective C

PHP

PL/I

PL/SQL

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

Tags

Hotspot

ules	
"memset" should not be used to delete sensitive data	
POSIX functions should not be called with arguments that trigger buffer overflows	
<b>Ĝ</b> Vulnerability	
XML parsers should not be vulnerable to XXE attacks	
<b>⑥</b> Vulnerability	
Function-like macros should not be invoked without all of their arguments	
<b>⋒</b> 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	
<b>n</b> Bug	
Assigning to an optional should directly target the optional	
<b>⋒</b> Bug	
Result of the standard remove algorithms should not be ignored	
Rug	5
"std::scoped_lock" should be created with constructor arguments	
₩ 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

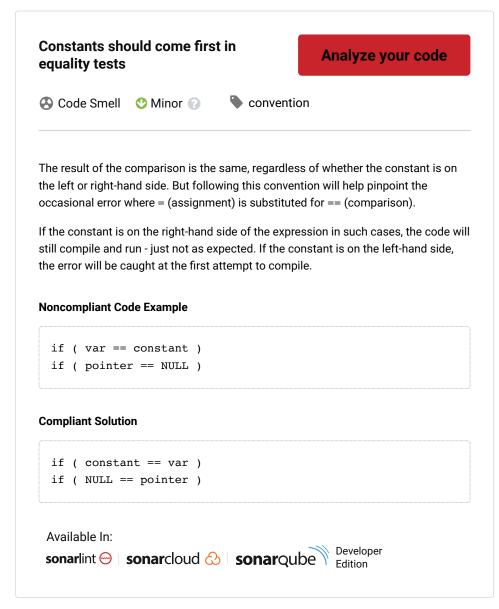
should not be created

📆 Bug

📆 Bug

📆 Bug

📆 Bug



**⇔** Code (436)

Search by name...

© 2008-2022 SonarSource S.A., Switzerland. All content is copyright protected. SONAR, SONARSOURCE, SONARLINT, SONARQUBE and SONARCLOUD are trademarks of SonarSource S.A. All other trademarks and copyrights are the property of their respective owners. All rights are expressly reserved. **Privacy Policy** 

🖟 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
🖟 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