



© C++

CloudFormation

COBOL COBOL

C# C#

**3** CSS

X Flex

**€60** Go

HTML

Java

JS JavaScript

Kotlin

Kubernetes

**6** Objective C

PHP

PL/I

PL/SQL

Python

RPG RPG

Ruby

**S**cala

Swift

**Terraform** 

**Text** 

TS TypeScript

T-SQL

VB VB.NET

VB6 VB6

XML XML



## C++ static code analysis

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

All 578 rules Summer Security 18 Security

Tags

"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

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Objects should not be sliced

Immediately dangling references

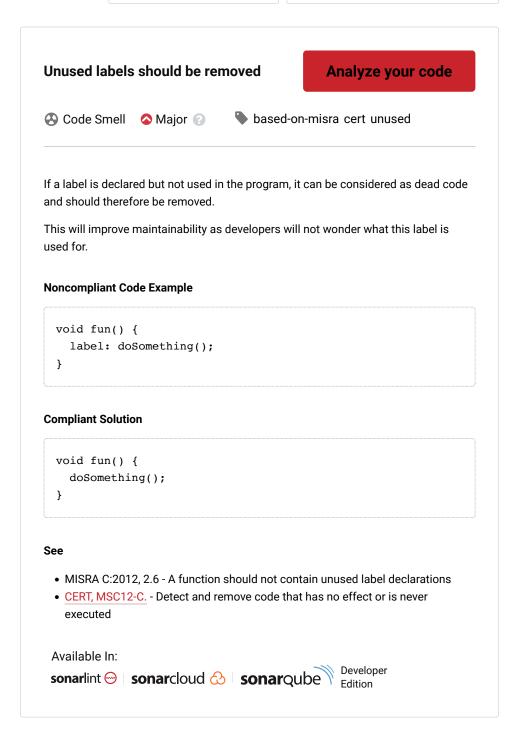
"pthread\_mutex\_t" should be unlocked in the reverse order they were locked

"pthread\_mutex\_t" should be properly

"pthread\_mutex\_t" should not be consecutively locked or unlocked

initialized and destroyed

should not be created



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