O Quick 68 Fix



- Secrets

  ABAP

  APEX Apex

  C C
- C++
- CloudFormation
- COBOL COBOL
- C# C#
- **E** CSS
- **⊠** Flex
- **GO** Go
- **⊎** HTML
- Java Java Java Script
- Kotlin
- **Kubernetes**
- **6** Objective C
- PHP
- PL/I
- PL/SQL
- Python
- RPG RPG
- Ruby
- Scala
- Swift
- **Terraform**
- Text
- TS TypeScript
- T-SQL
- VB VB.NET
- VB6 VB6
- XML XML



All

rules

578

## 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)

o Security

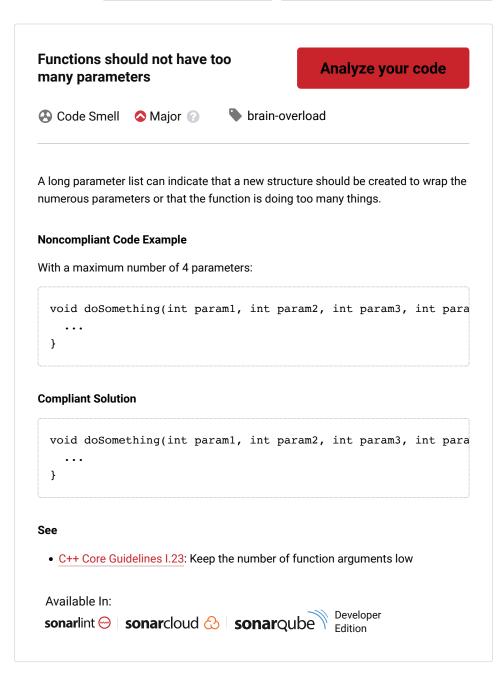
Tags

Hotspot

"memset" should not be used to dele sensitive data	ete
<b>6</b> Vulnerability	
POSIX functions should not be called with arguments that trigger buffer overflows	t
XML parsers should not be vulnerable to XXE attacks	le
Function-like macros should not be invoked without all of their argument	ts
The address of an automatic object should not be assigned to another object that may persist after the first object has ceased to exist	ī
Assigning to an optional should directly target the optional	
Result of the standard remove algorithms should not be ignored	
<b>∱</b> Bug	
"std::scoped_lock" should be created with constructor arguments	ł
Objects should not be sliced	
Rug	
Immediately dangling references should not be created	
Rug	
"pthread_mutex_t" should be unlocked in the reverse order they were locked	
<b>∰</b> Bug	
AK Dug	

📆 Bug

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



⊕ Code (436)

Search by name...

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🖟 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