



PHP

PL/I

PL/SQL

Python

RPG

Ruby

Scala

Swift

Text

T-SQL

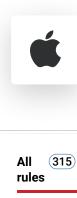
VB.NET

VB6

XML

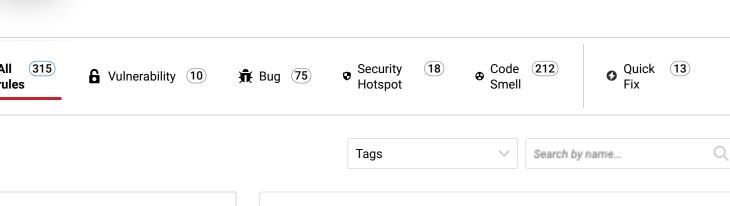
Terraform

TypeScript



Objective C static code analysis

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



"memset" should not be used to delete sensitive data Vulnerability POSIX functions should not be called with arguments that trigger buffer overflows ■ 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 "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 📆 Bug Functions with "noreturn" attribute should not return 📆 Bug "memcmp" should only be called with pointers to trivially copyable types with no padding

📆 Bug

📆 Bug

accessed

📆 Bug

be released

📆 Bug

Stack allocated memory and nonowned memory should not be freed

Closed resources should not be

Dynamically allocated memory should

```
Analyze your code
"case" ranges should not be empty
                         nu gnu
🙀 Bug 🛮 🔕 Major 🕝
The GNU compiler extension that allows cases to be specified with ranges will only
recognize ranges specified from a smaller value to a larger value. Flip the order and
the range will evaluate as empty.
Noncompliant Code Example
  switch (i) {
    case 0:
      //...
      break;
    case 1 ... 2:
      //...
      break;
    case 5 ... 3: // Noncompliant
      //...
      break;
Compliant Solution
  switch (i) {
    case 0:
      //...
      break;
    case 1 ... 2:
      //...
      break;
    case 3 ... 5
      //...
      break;
 Available In:
 sonarcloud 🐼 | sonarqube \gamma Edition
```

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Freed memory should not be used Recursion should not be infinite Bug Recursion should not be infinite Bug Resources should be closed Bug Resources should be closed Code Smell Switch labels should not be nested inside non-switch blocks Code Smell Memory access should be explicitly bounded to prevent buffer overflows Replication should not lead to unexpected behavior at runtime Bug Recursion should not be infinite Security Bug Resources should be closed Code Smell Switch labels should not be nested inside non-switch blocks Code Smell	
Memory locations should not be released more than once	Freed memory should not be used
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