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# Objective C static code analysis

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

- All rules** 315
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"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
"memcpy" should only be called with pointers to trivially copyable types with no padding
 Bug
Stack allocated memory and non-owned memory should not be freed
 Bug
Closed resources should not be accessed
 Bug
Dynamically allocated memory should be released
 Bug

## "#include\_next" should not be used

Analyze your code

 Code Smell  Minor  lock-in confusing

`#include_next` is a gcc-specific language extension that alters the search path for the specified header file by starting the search from the header file directory *after* the one in which the directive was encountered. It also ignores the distinction between `"file"` and `<file>`. It is typically used when you have two (probably related) header files with the same name, although there is nothing in the extension to enforce or limit the use to same-name files.

Use of this extension can be tricky to get right, and is almost never justified. Instead, you should use an absolute path in the `#include` statement or rename one of the files.

### Noncompliant Code Example

```
#include_next "foo.h" // Noncompliant
```

### Compliant Solution

```
#include "/usr/local/include/foo.h"
```

Available In:

  Developer Edition

<div>Freed memory should not be used</div> <div> Bug</div>
<div>Memory locations should not be released more than once</div> <div> Bug</div>
<div>Memory access should be explicitly bounded to prevent buffer overflows</div> <div> Bug</div>
<div>Printf-style format strings should not lead to unexpected behavior at runtime</div> <div> Bug</div>
<div>Recursion should not be infinite</div> <div> Bug</div>
<div>Resources should be closed</div> <div> Bug</div>
<div>Hard-coded credentials are security-sensitive</div> <div> Security Hotspot</div>
<div>"goto" should jump to labels declared later in the same function</div> <div> Code Smell</div>
<div>Only standard forms of the "defined" directive should be used</div> <div> Code Smell</div>
<div>Switch labels should not be nested inside non-switch blocks</div> <div> Code Smell</div>