O Quick 13



- Secrets ABAP Apex С C++ CloudFormation COBOL C#
- CSS
- Flex
- Go =GO
- HTML 5
- **JavaScript**

Java

- Kotlin
- Kubernetes
- **Objective C**
- PHP
- PL/I
- PL/SQL
- Python
- **RPG**
- Ruby
- Scala
- Swift
- Terraform
- Text
- **TypeScript**
- T-SQL
- **VB.NET**
- VB6
- XML



All

rules

315

6 Vulnerability 10

Objective C static code analysis

R Bug (75)

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

o Security

Hotspot

Sensitive data Convertions with "noreturn" attribute should not return POSIX functions should not be called with arguments that trigger buffer overflows Convertions 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
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🖟 Bug

owned memory should not be freed

Closed resources should not be

Dynamically allocated memory should

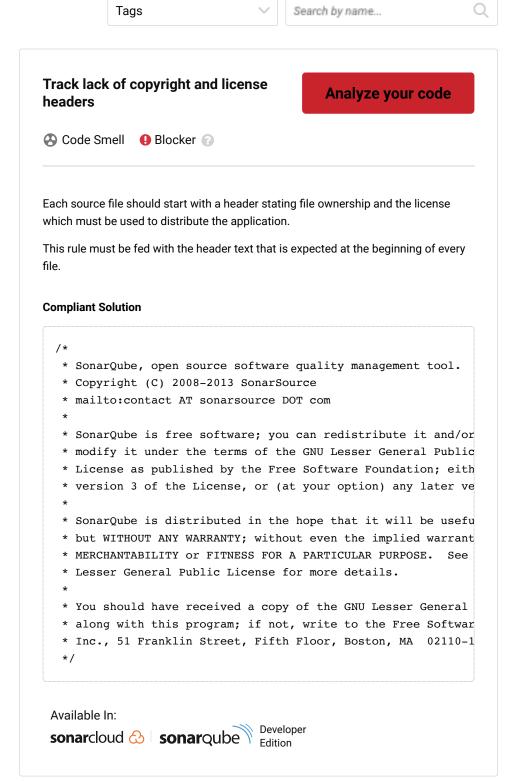
📆 Bug

accessed

📆 Bug

be released

📆 Bug



⊗ Code (212)

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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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