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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

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Tags

Search by name...

"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

Header guards should be followed by according "#define" macro

Analyze your code

 Code Smell  Critical   unpredictable

Include guards, wrapping around the entire content of a header file, are a best practice that ensure that no matter how many times the header is actually included in a translation unit, its content will only be seen once.

The include guard pattern is made up of four parts:

- `#ifndef` at the top of the file, with a unique macro name (usually the name relates to the name of the file, to ensure uniqueness).
- `#define` with the same macro name.
- The content of the file
- `#endif` at the end of the file

The rule raises an issue when the name in the second part differs from the name in the first (usually because of a typo or a copy/paste issue).

Noncompliant Code Example

```
#ifndef MYFILE_H
#define MY_FILE_H // Noncompliant
//...
#endif
```

Compliant Solution

```
#ifndef MYFILE_H
#define MYFILE_H
//...
#endif
```

Available In:

sonarcloud  | **sonarqube**  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>