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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

"memcmp" 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

Objects with integer type should not be converted to objects with pointer type

Analyze your code

Bug Major based-on-misra cert

Converting an integer type to a pointer generally leads to unspecified behavior. There are several cases where it might be legitimate:

- Converting the integral literal `0` to the null pointer (but you should use `nullptr` instead, see {rule:cpp:S4962}),
- Converting back to a pointer a pointer value that was converted to a large enough integer (see {rule:cpp:S1767}),
- On embedded devices, device drivers... converting a hard-coded address to a pointer to read some specific memory (this often goes together with the use of `volatile`, since such memory values can change from the outside of the program).

Since even legitimate cases are corner cases that require to be reviewed carefully, this rule simply reports all places where an integer is cast into a pointer (except the literal `0`).

Noncompliant Code Example

```
struct S {
  int i;
  int j;
};

void f(void* a);

void g(int i) {
  S* s1 = (S*)i; // Noncompliant
  f((void*)i); // Noncompliant
}
```

See

- MISRA C++ 2008, 5-2-8 - An object with integer type or pointer to void type shall not be converted to an object with pointer type.
- CERT, INT36-C. - Converting a pointer to integer or integer to pointer

Available In:

sonarcloud | sonarqube Developer Edition

Freed memory should not be used

Bug

Memory locations should not be released more than once

Bug

Memory access should be explicitly bounded to prevent buffer overflows

Bug

Printf-style format strings should not lead to unexpected behavior at runtime

Bug

Recursion should not be infinite

Bug

Resources should be closed

Bug

Hard-coded credentials are security-sensitive

Security Hotspot

"goto" should jump to labels declared later in the same function

Code Smell

Only standard forms of the "defined" directive should be used

Code Smell

Switch labels should not be nested inside non-switch blocks

Code Smell