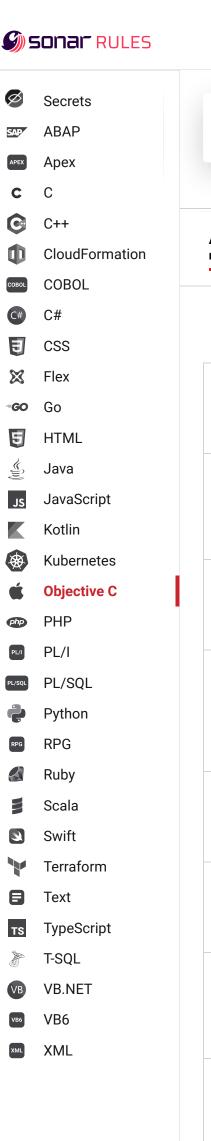
O Quick 13 Fix





should not return

with no padding

"memcmp" should only be called with pointers to trivially copyable types

Stack allocated memory and nonowned memory should not be freed

Closed resources should not be

Dynamically allocated memory should

📆 Bug

📆 Bug

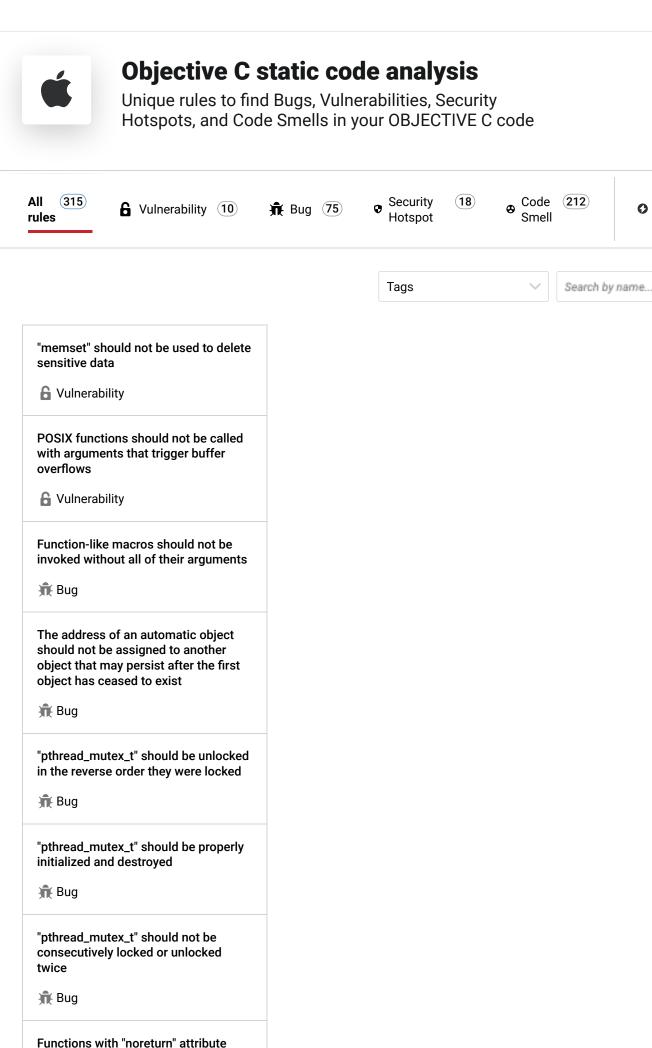
📆 Bug

accessed

📆 Bug

be released

📆 Bug



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 securitysensitive

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

"switch" statements should not be nested

Analyze your code





Nested switch structures are difficult to understand because you can easily confuse the cases of an inner switch as belonging to an outer statement. Therefore nested switch statements should be avoided.

pitfall

Specifically, you should structure your code to avoid the need for nested switch statements, but if you cannot, then consider moving the inner switch to another function.

Noncompliant Code Example

```
void func(int n, int m) {
  switch (n) {
    case 1:
      // ...
    case 2:
     // ...
    case 3:
      switch (m) { // Noncompliant
    case 4: // Bad indentation makes this particularly hard
      // ...
    case 5:
     // ...
    case 6:
      // ...
    case 4:
      // ...
    default:
      // ...
}
```

Compliant Solution

```
void func(int n, int m) {
  switch (n) {
    case 1:
      // ...
    case 2:
      // ...
    case 3:
      int m2 = handle_m(m);
    case 4:
      // ...
    default:
      // ...
  }
}
```

Available In:



sonarcloud 🚳 sonarqube Developer Edition

© 2008-2022 SonarSource S.A., Switzerland. All content is copyright protected. SONAR, SONARSOURCE, SONARLINT, SONARQUBE and SONARCLOUD are trademarks of SonarSource S.A. All other trademarks and copyrights are the property of their respective owners. All rights are expressly reserved. Privacy Policy