

Stack allocated memory and nonowned memory should not be freed

Closed resources should not be

Dynamically allocated memory should

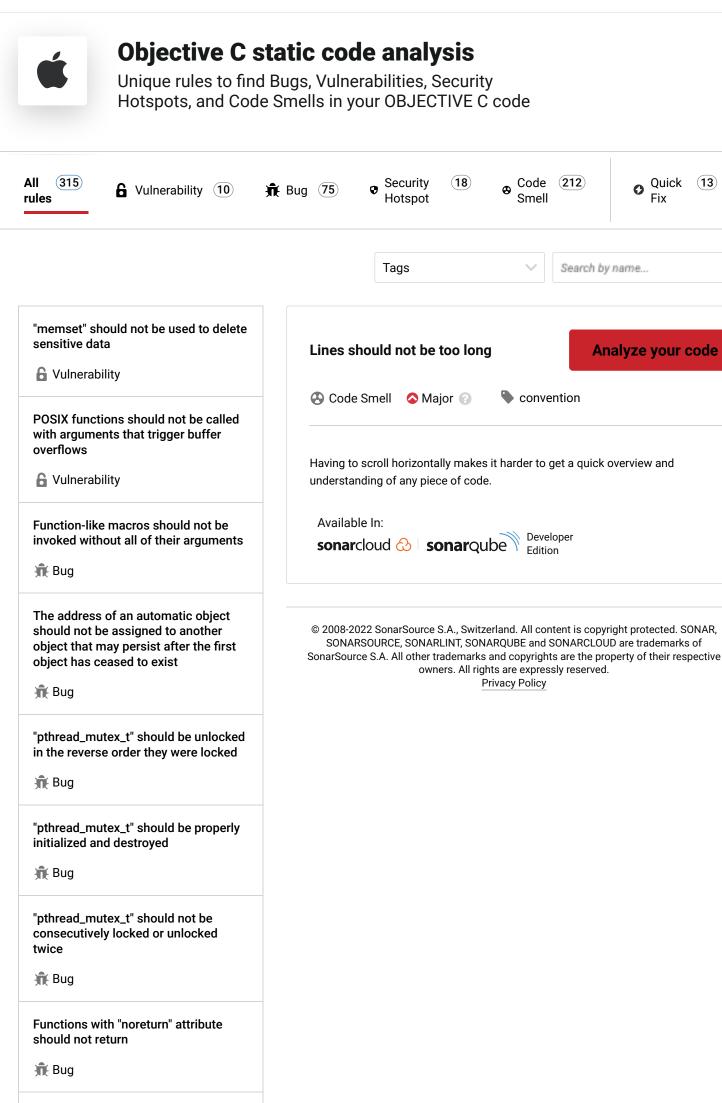
📆 Bug

accessed

📆 Bug

be released

📆 Bug



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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