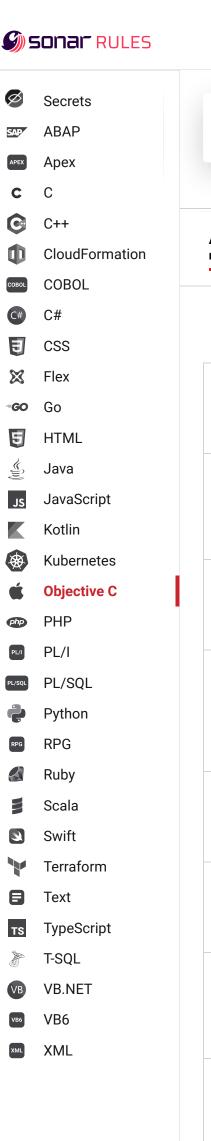
O Quick 13 Fix





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

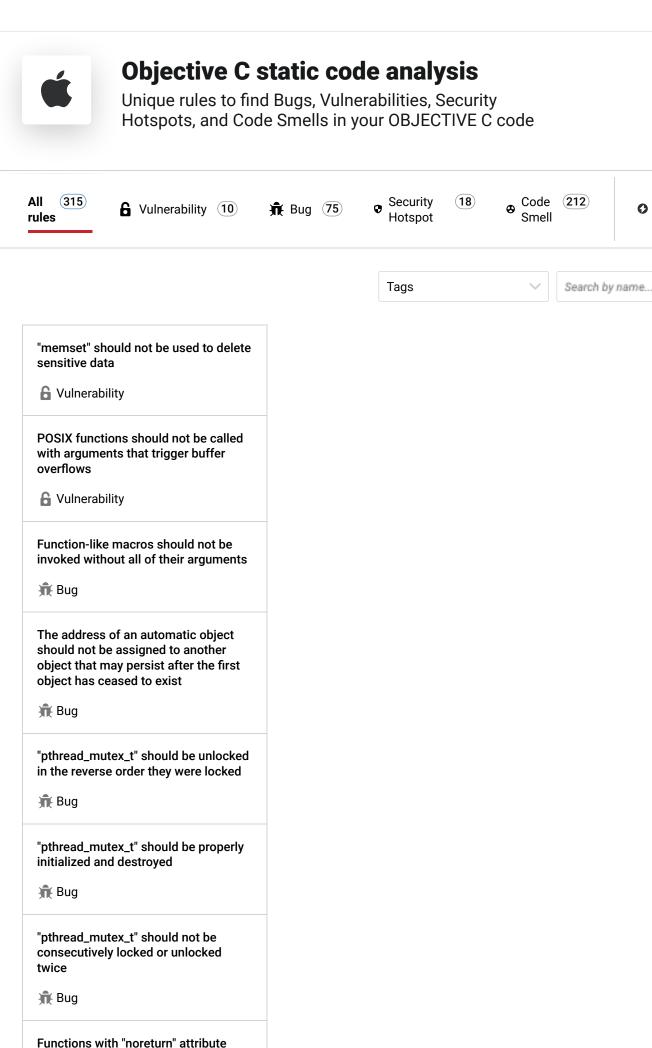
📆 Bug

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

Function names should be used either as a call with a parameter list or with the "&" operator

Analyze your code



based-on-misra suspicious

Using a "bald" function name is likely a bug. Rather than testing the return value of a function with a void parameter list, it implicitly retrieves the address of that function in memory. If that's truly what's intended, then it should be made explicit with the use of the & (address-of) operator. If it's not, then a parameter list (even an empty one) should be added after the function name.

Noncompliant Code Example

```
int func(void) {
 // ...
void f2(int a, int b) {
  if (func) { // Noncompliant - tests that the memory addres
```

Compliant Solution

```
void f2(int a, int b) {
 if (func()) { // tests that the return value of func() > 0
    //...
 }
  // ...
}
```

Exceptions

Callback functions are a common occurrence and are usually not passed with a preceding &. There is however little ambiguity so this rule ignores function identifiers when used as a parameter of a function call.

```
void foo() {
 // ...
registerEvent(AnEvent, foo);
```

See

- MISRA C:2004, 16.9 A function identifier shall only be used with either a preceding &, or with a parenthesized parameter list, which may be empty.
- MISRA C++:2008, 8-4-4 A function identifier shall only be used to call the function or it shall be preceded by &.

Available In:



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