

-  Secrets
-  ABAP
-  Apex
-  C
-  C++
-  CloudFormation
-  COBOL
-  C#
-  CSS
-  Flex
-  Go
-  HTML
-  Java
-  JavaScript
-  Kotlin
-  Kubernetes
-  **Objective C**
-  PHP
-  PL/I
-  PL/SQL
-  Python
-  RPG
-  Ruby
-  Scala
-  Swift
-  Terraform
-  Text
-  TypeScript
-  T-SQL
-  VB.NET
-  VB6
-  XML















Objective C static code analysis

Unique rules to find Bugs, Vulnerabilities, Security Hotspots, and Code Smells in your OBJECTIVE C code

- All rules** 315
-  Vulnerability 10
-  Bug 75
-  Security Hotspot 18
-  Code Smell 212
-  Quick Fix 13

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

Lines starting with "#" should contain valid preprocessing directives

Analyze your code

 Bug

 Major



 based-on-misra

preprocessor

Preprocessing directives (lines that start with #) can be used to conditionally include or exclude code from compilation. Malformed preprocessing directives could lead to the exclusion or inclusion of more code than was intended. Therefore all preprocessing directives should be syntactically meaningful.

Noncompliant Code Example

```
#define AAA 2
...
int foo(void)
{
    int x = 0;
    ...

#ifdef AAA
    x = 1;
#else /* Noncompliant */
    x = AAA;
#endif

    ...
    return x;
}
```

Compliant Solution

```
#define AAA 2
...
int foo(void)
{
    int x = 0;
    ...

#ifdef AAA
    x = 1;
#else
    x = AAA;
#endif

    ...
    return x;
}
```

See

- MISRA C:2004, 19.16 - Preprocessing directives shall be syntactically meaningful even when excluded by preprocessor.
- MISRA C++:2008, 16-0-8 - If the # token appears as the first token on a line, then it shall be immediately followed by a preprocessing token.
- MISRA C:2012, 20.13 - A line whose first token is # shall be a valid preprocessing directive

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