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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

ΑII 315 6 Vulnerability 10 rules

R Bug (75)

o Security Hotspot

⊗ Code (212)

O Quick 13 Fix

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 nonowned memory should not be freed

📆 Bug

Closed resources should not be accessed

📆 Bug

Dynamically allocated memory should be released

📆 Bug



Analyze your code

The attribute noreturn indicates that a function does not return.

Using this attribute allows the compiler to do some assumptions that can lead to optimizations. However, if a function with this attribute ever returns, the behavior becomes undefined.

Noncompliant Code Example

```
[[noreturn]] void f () {
  while (1) {
    // ...
    if (/* something*/) {
      return; // Noncompliant, this function should not retur
 }
}
```

Compliant Solution

```
[[noreturn]] void f() { // Compliant
 while (true) {
   // ...
 }
```

Or

```
void f() {
  while (true) {
    if (/* something*/) {
      return; // Compliant
```

Available In:

sonarcloud 🚳 | sonarqube | Developer Edition

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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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