

C++

CloudFormation

COBOL COBOL

C# C#

∃ CSS

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近 Java

Js JavaScript

Kotlin

Objective C

Kubernetes

PHP

PL/I

PL/SQL

Python

RPG RPG

Ruby

Scala

Swift

Terraform

Text

тs TypeScript

T-SQL

VB VB.NET

VB6 VB6

XML XML



Objective C static code analysis

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

All 315 rules Vulnerability 10

R Bug 75

Security Hotspot

Code 212

Quick 13 Fix

// Compliant

Tags

/* ... */

private void dedicatedMethod() {

} catch (RuntimeException e) {

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doSomething();

/* Ignore */

/* ... */

}

Available In:

Search by name...

"memset" should not be used to delete sensitive data

❸ 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

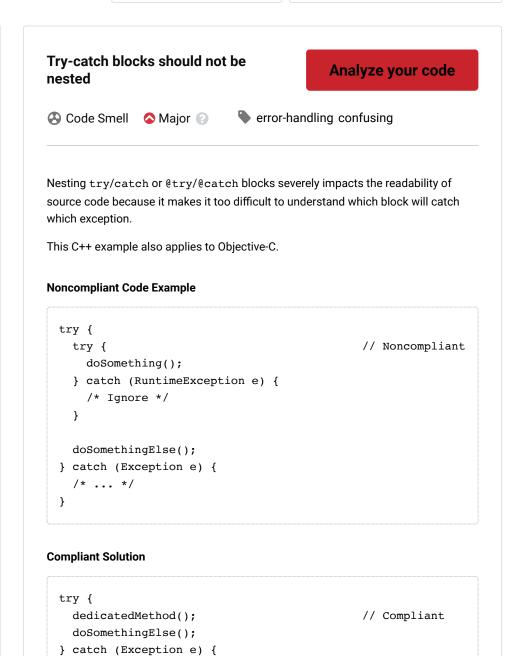
👬 Bug

Closed resources should not be accessed

📆 Bug

Dynamically allocated memory should be released

i Bug



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Privacy Policy

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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