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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

All 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

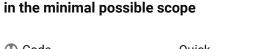
📆 Bug

Closed resources should not be accessed

👬 Bug

Dynamically allocated memory should be released

📆 Bug



Analyze your code

Code Smell

Minor

Loop variables should be declared

Ouick

cppcoreguidelines clumsy

When a loop variable is not used outside of a loop, it should be declared inside the loop declaration:

- It improves readability, the scope of the variable is clearly defined
- It reduces the number of mistakes, the variable can't be accidentally misused outside of the loop
- Resources are not retained longer than necessary

Noncompliant Code Example

```
using namespace std;
void f() {
  int i = 0; // Noncompliant: i is not used outside of the lo
  for (i = 0; i < 10; ++i) {
    cout << i << endl;</pre>
  }
}
```

Compliant Solution

```
using namespace std;
void f() {
  for (int i = 0; i < 10; ++i) {
    cout << i << endl;</pre>
  }
}
```

See

• C++ Core Guidelines ES.5 - Keep scopes small

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
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	₩ Bug
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