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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

Tags

⊗ Code (212)

O Quick 13 Fix

"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

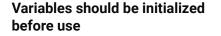
📆 Bug

Closed resources should not be accessed

📆 Bug

Dynamically allocated memory should be released

📆 Bug



Analyze your code

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cwe symbolic-execution based-on-misra 🗬

Variables should be initialized before their use to avoid unexpected behaviors due to garbage values.

Noncompliant Code Example

📆 Bug 🔷 Major 🕝

```
int function(int flag, int b) {
  int a;
  if (flag) {
    a = b;
  return a; // Noncompliant - "a" has not been initialized in
```

Compliant Solution

```
int function(int flag, int b) {
  int a = 0;
  if (flag) {
    a = b;
 }
 return a;
```

See

- MITRE, CWE-457 Use of Uninitialized Variable
- MISRA C:2004, 9.1 All automatic variables shall have been assigned a value
- MISRA C++:2008, 8-5-1 All variables shall have a defined value before they are used.

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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