

Flex

Go =GO

HTML 5

Java

Kotlin

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Kubernetes

Objective C

PHP

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Python

PL/I

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 (315) 6 Vulnerability (10) rules

R Bug (75)

• Security Hotspot

Tags

⊗ Code (212)

O Quick 13 Fix

Analyze your code

Search by name...

Values should not be uselessly incremented

🙀 Bug 🔷 Major 🕝

unused

A value that is incremented or decremented and then not stored is at best wasted code and at worst a bug.

Noncompliant Code Example

```
int pickNumber() {
  int i = 0;
  int j = 0;
  i = i++; // Noncompliant; i is still zero
  return j++; // Noncompliant; 0 returned
```

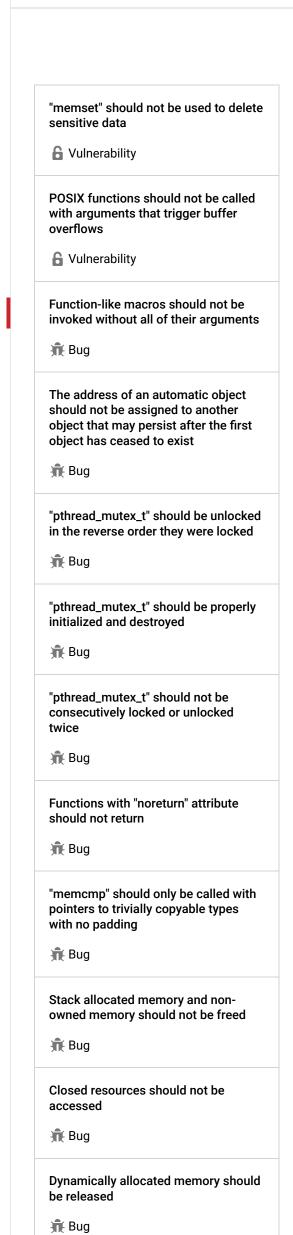
Compliant Solution

```
int pickNumber() {
  int i = 0;
 int j = 0;
 i++;
  return ++j;
```

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
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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