

- Secrets
- ABAP
- Apex
- C
- C++
- CloudFormation
- COBOL
- COBOL
- C#
- CSS
- Flex
- Go
- HTML
- Java
- JavaScript
- Kotlin
- Kubernetes
- Objective C
- PHP
- PL/I
- PL/SQL
- Python
- 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 rules 315

Vulnerability 10

Bug 75

Security Hotspot 18

Code Smell 212

Quick Fix 13

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

"memcpy" should only be called with pointers to trivially copyable types with no padding

Bug

Stack allocated memory and non-owned memory should not be freed

Bug

Closed resources should not be accessed

Bug

Dynamically allocated memory should be released

Bug

Switch labels should not be nested inside non-switch blocks

Analyze your code

Code Smell

Blocker

misra-c++2008 misra-c2004 confusing misra-c2012

A switch-label can be placed anywhere within the statements that form the body of a switch statement, potentially leading to unstructured code. To prevent this from happening, the scope of a case-label or default-label shall be the statement forming the body of a switch statement. All case-clauses and the default-clause shall be at the same scope.

Noncompliant Code Example











```
switch (x) {
  case 1: // Compliant
    if (foo) {
      case 2: // Noncompliant
        break;
      default: // Noncompliant
        break;
    }
    break;
  default: // Compliant
    break;
}
```

See

- MISRA C 2004, 15.1 - A switch label shall only be used when the most closely-enclosing compound statement is the body of a switch statement.
- MISRA C++ 2008, 6-4-4 - A switch-label shall only be used when the most closely-enclosing compound statement is the body of a switch statement.
- MISRA C 2012, 16.2 - A switch label shall only be used when the most closely-enclosing compound statement is the body of a switch statement

Available In:

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<div>Freed memory should not be used</div> <div> Bug</div>
<div>Memory locations should not be released more than once</div> <div> Bug</div>
<div>Memory access should be explicitly bounded to prevent buffer overflows</div> <div> Bug</div>
<div>Printf-style format strings should not lead to unexpected behavior at runtime</div> <div> Bug</div>
<div>Recursion should not be infinite</div> <div> Bug</div>
<div>Resources should be closed</div> <div> Bug</div>
<div>Hard-coded credentials are security-sensitive</div> <div> Security Hotspot</div>
<div>"goto" should jump to labels declared later in the same function</div> <div> Code Smell</div>
<div>Only standard forms of the "defined" directive should be used</div> <div> Code Smell</div>
<div>Switch labels should not be nested inside non-switch blocks</div> <div> Code Smell</div>