



Apex

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**Objective C** 

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sensitive data

overflows

📆 Bug

📆 Bug

📆 Bug

📆 Bug

twice

📆 Bug

📆 Bug

📆 Bug

📆 Bug

accessed

📆 Bug

be released

📆 Bug

Closed resources should not be

should not return

with no padding

Vulnerability

■ Vulnerability

object has ceased to exist

initialized and destroyed

"pthread\_mutex\_t" should not be

consecutively locked or unlocked

## **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

Tags

⊗ Code (212)

O Quick 13
Fix

Analyze your code

Argument of "printf" should be a

format string

bad-practice

Search by name...

It is a security vulnerability to call printf with a unique string argument which is not a string literal. Indeed, if this argument comes from a user input, this user can:

• make the program crash, by executing code equivalent to: printf("%s%s%s%s%s%s%s")

• view the stack or a memory at any location, by executing code equivalent to: printf("%08x %08x %08x %08x %08x\n")

## **Noncompliant Code Example**

void f(char\* userInput) { printf(userInput); // Noncompliant }

## **Compliant Solution**

void f(char\* userInput) { printf("%s", userInput); // Compliant

Owasp: format string attack

Available In:

sonarcloud 🚳 sonarqube Developer

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"memset" should not be used to delete POSIX functions should not be called with arguments that trigger buffer Function-like macros should not be invoked without all of their arguments The address of an automatic object should not be assigned to another object that may persist after the first "pthread\_mutex\_t" should be unlocked in the reverse order they were locked "pthread\_mutex\_t" should be properly Functions with "noreturn" attribute "memcmp" should only be called with pointers to trivially copyable types Stack allocated memory and nonowned memory should not be freed Dynamically allocated memory should

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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