O Quick 13 Fix

Q



- Secrets **ABAP** Apex С C++ CloudFormation COBOL C# CSS
- Flex
- Go =GO
- 9 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



All

rules

315

6 Vulnerability (10)

Objective C static code analysis

♣ Bug **75**

Unique rules to find Bugs, Vulnerabilities, Security Hotspots, and Code Smells in your OBJECTIVE C code

• Security

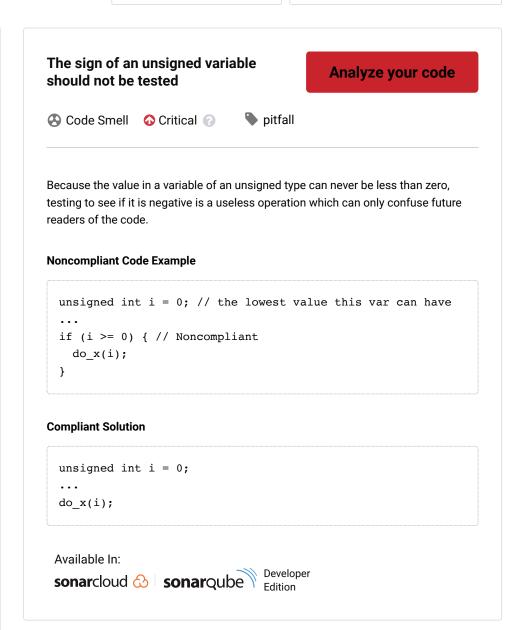
Tags

Hotspot

"memse	t" should not be used to delete e data	
6 Vuln	erability	
	unctions should not be called uments that trigger buffer vs	
6 Vuln	erability	
	n-like macros should not be without all of their arguments	
🕀 Bug		
should r object th	ress of an automatic object not be assigned to another nat may persist after the first as ceased to exist	
Rug		
	l_mutex_t" should be unlocked verse order they were locked	
👬 Bug		
	l_mutex_t" should be properly ed and destroyed	
🍂 Bug		
	l_mutex_t" should not be itively locked or unlocked	
🍂 Bug		
	ns with "noreturn" attribute not return	
<table-of-contents> Bug</table-of-contents>		
	np" should only be called with to trivially copyable types padding	
🕦 Bug		
	located memory and non- nemory should not be freed	
🕕 Bug		
Closed r	resources should not be	
🕀 Bug		
Dynamic	cally allocated memory should	

be released

📆 Bug



⇔ Code (212)

Search by name...

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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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