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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

All rules315

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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

Single-bit named bit fields should not be of a signed type

Analyze your code

BugMajorbased-on-misra

The values that can be represented by a signed bit field with a length of one bit may not meet developer expectations. For example according to the C99 Standard, Section 6.2.6.2, a single-bit signed bit-field has a single (one) sign bit and no (zero) value bits.

This rule does not apply to unnamed bit fields, as their values cannot be accessed.

Noncompliant Code Example

```
signed int f:1; // Noncompliant; there's only room here for
```

Compliant Solution

```
unsigned int f:1;
```

or

```
signed int:1; // unnamed
```

or

```
signed int f:2;
```

See

- MISRA C:2004, 6.5 - Bit fields of type signed int shall be at least 2 bits long
- MISRA C:2012, 6.2 - Single-bit named bit fields shall not be of a signed type
- MISRA C++:2008, 9-6-4 - Named bit-fields with signed integer type shall have a length of more than one bit

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>