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|  | **cppcheck** | **Clang**  **scan-build** | **infer** |
| 1.c | 1. Uninitialized variable: s LINE 10  2. Uninitialized struct member s.x LINE 10 | None | None |
| 2.c | 1. Uninitialized variable: foo | Logic error: Called a function pointer is an uninitialized pointer value  Function/Method: test  Line 3 | None |
| 3.c | 1. Array ‘a[5]’ accessed at index 5, which is out of bounds LINE 3 | Logic error: Garbage return value  Function/Method: main  Line 6 | None |
| 4.c | None | Logic error: result of operation is garbage or undefined  Function/Method: minval  Line 7 | UNITITIALIZED\_VALUE  Line 9  The value read from currmin was never initialized |
| 5.c | None | Dead store: Dead assignment  Function/Method: test  Line 4  Logic error: division by zero  Function/Method: test  Line 4 | DEAD\_STORE  Line 4  The value written to &x (type int) is never used |
| ex1.c | 1. Division by zero LINE 4 | Logic error: division by zero  Function/Method: main  Line 4 | None |
| ex2.c | 1. Uninitialized variable: h LINE 4 | Logic error: result of operation is garbage or undefined  Function/Method: main  Line 4 | None |
| ex3.c | 1. Division by zero LINE 3 | Logic error: division by zero  Function/Method: main  Line 3 | None |
| sam | Division by zero  Puzzle – line 232  Uninitialized variable: k  Puzzle – line 232  Uninitialized variable: i  Main – line 15  Uninitialized variable: i  Main – line 29 | none | DEAD STORE  Main - Line 15  The value written to &j (type int) is never used  UNITITIALIZED\_VALUE  Main - Line 29  The value read from I was never initialized  UNITITIALIZED\_VALUE  Puzzle – line 130  The value read from col was never initialized  UNITITIALIZED\_VALUE  Puzzle – line 188  The value read from col was never initialized  UNITITIALIZED\_VALUE  Puzzle – line 105  The value read from newval was never initialized  UNITITIALIZED\_VALUE  Puzzle – line 154  The value read from row was never initialized  UNITITIALIZED\_VALUE  Puzzle – line 188  The value read from row was never initialized  UNITITIALIZED\_VALUE  Puzzle – line 217  The value written to &j (type int) is never used  DEAD\_STORE  Puzzle – line 217  The value written to &j (type int) is never used  DEAD\_STORE  Puzzle – line 232  The value written to &j (type int) is never used |