ISO IEC JTC 1 SC 22 WG 23 N0631 03-Feb-16

| ltone | Issue | Ref | Notes |
|-------|---|------------------------|---|
| | | | |
| 1 | Make casts explicit in the return value | HFC? Pointer | HFC is more about the problems of |
| | of malloc | Type Conversions | casting, rather than situations where its |
| | | | needed. The need to cast the return of |
| | | | malloc is never mentioned Suggest this is |
| 2 | Use length restrictive functions such as | HCB Buffer | strncpy explicitly mentioned |
| | strncpy() | Bound Violation | |
| 3 | Use commonly available functions such | STR Bit | htonl(), htons(), ntohl() and ntohs() |
| | as htonl() to convert from host byte | representations | explicitly mentioned |
| 4 | Use stack guarding add-ons to detect | HCB Buffer | stack guards explicitly mentioned |
| | overflows of stack buffers. | Bound Violation | |
| 5 | Perform range checking before | XYW Unchecked | memcpy and memmove explicitly |
| | accessing an array or before calling a | Array Copying | mentioned |
| 6 | Create a specific check that a pointer is | XYH NULL | The proposed advice is explicitly there |
| | not null before dereferencing it. | pointer | |
| 7 | Set a freed pointer to null immediately | XYK Dangling | The proposed advice is explicitly there |
| | after a free() call | References to | |
| 8 | Do not use memory allocated by | LAV Initialisation | Initialisation after malloc is explicitly |
| | functions such as malloc() before the | of Variables | mentioned |
| 9 | Use defensive programming techniques | FIF Arithmetic | The proposed advice is explicitly there |
| | to check whether an operation will | Wrap-around | , |
| 10 | Do not modify a loop control variable | • | The proposed advice is explicitly there |
| | within a loop | Variables | , , , , , , , , , , , , , , , , , , , |
| 11 | Check the value of a larger type before | FLC Conversion | The proposed advice is explicitly there |
| | converting to a smaller type to see if it | Errors and EWF | p. spessa davise is explicitly there |
| | is within range | Undefined | |
| | is within range | Ondenned | |