




# ECLAIR

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 The table below can be re-ordered, by clicking column headers.

**Tool Version:** 1.2

Checker	Guideline
CC2.API08	<a href="#">API08-C. Avoid parameter names in a function prototype</a>
CC2.ARR02	<a href="#">ARR02-C. Explicitly specify array bounds, even if implicitly defined by an initializer</a>
CC2.DCL00	<a href="#">DCL00-C. Const-qualify immutable objects</a>
CC2.DCL01	<a href="#">DCL01-C. Do not reuse variable names in subscopes</a>
CC2.DCL02	<a href="#">DCL02-C. Use visually distinct identifiers</a>
CC2.DCL03	<a href="#">DCL03-C. Use a static assertion to test the value of a constant expression</a>
CC2.DCL04	<a href="#">DCL04-C. Do not declare more than one variable per declaration</a>
CC2.DCL06	<a href="#">DCL06-C. Use meaningful symbolic constants to represent literal values</a>
CC2.DCL07	<a href="#">DCL07-C. Include the appropriate type information in function declarators</a>
CC2.DCL11	<a href="#">DCL11-C. Understand the type issues associated with variadic functions</a>
CC2.DCL13	<a href="#">DCL13-C. Declare function parameters that are pointers to values not changed by the function as const</a>
CC2.DCL15	<a href="#">DCL15-C. Declare file-scope objects or functions that do not need external linkage as static</a>
CC2.DCL16	<a href="#">DCL16-C. Use "L," not "l," to indicate a long value</a>
CC2.DCL19	<a href="#">DCL19-C. Minimize the scope of variables and functions</a>
CC2.DCL31	<a href="#">DCL31-C. Declare identifiers before using them</a>
CC2.DCL36	<a href="#">DCL36-C. Do not declare an identifier with conflicting linkage classifications</a>
CC2.DCL37	<a href="#">DCL37-C. Do not declare or define a reserved identifier</a>
CC2.ERR01	<a href="#">ERR01-C. Use ferror() rather than errno to check for FILE stream errors</a>
CC2.EXP00	<a href="#">EXP00-C. Use parentheses for precedence of operation</a>
CC2.EXP05	<a href="#">EXP05-C. Do not cast away a const qualification</a>
CC2.EXP06	<a href="#">EXP44-C. Do not rely on side effects in operands to sizeof, _Alignof, or _Generic</a>
CC2.EXP09	<a href="#">EXP09-C. Use sizeof to determine the size of a type or variable</a>
CC2.EXP12	<a href="#">EXP12-C. Do not ignore values returned by functions</a>
CC2.EXP13	<a href="#">EXP13-C. Treat relational and equality operators as if they were nonassociative</a>
CC2.EXP14	<a href="#">EXP14-C. Beware of integer promotion when performing bitwise operations on integer types smaller than int</a>
CC2.EXP18	<a href="#">EXP45-C. Do not perform assignments in selection statements</a>
CC2.EXP21	<a href="#">EXP45-C. Do not perform assignments in selection statements</a>
CC2.EXP30	<a href="#">EXP30-C. Do not depend on the order of evaluation for side effects</a>
CC2.EXP31	<a href="#">PRE31-C. Avoid side effects in arguments to unsafe macros</a>
CC2.EXP36	<a href="#">EXP36-C. Do not cast pointers into more strictly aligned pointer types</a>
CC2.EXP37	<a href="#">EXP37-C. Call functions with the correct number and type of arguments</a>
CC2.FIO34	<a href="#">FIO34-C. Distinguish between characters read from a file and EOF or WEOF</a>
CC2.FLP00	<a href="#">FLP00-C. Understand the limitations of floating-point numbers</a>
CC2.FLP30	<a href="#">FLP30-C. Do not use floating-point variables as loop counters</a>

CC2.INT02	INT02-C. Understand integer conversion rules
CC2.INT07	INT07-C. Use only explicitly signed or unsigned char type for numeric values
CC2.INT09	INT09-C. Ensure enumeration constants map to unique values
CC2.INT12	INT12-C. Do not make assumptions about the type of a plain int bit-field when used in an expression
CC2.INT13	INT13-C. Use bitwise operators only on unsigned operands
CC2.INT34	INT34-C. Do not shift an expression by a negative number of bits or by greater than or equal to the number of bits that exist in the operand
CC2.MEM02	MEM02-C. Immediately cast the result of a memory allocation function call into a pointer to the allocated type
CC2.MSC04	MSC04-C. Use comments consistently and in a readable fashion
CC2.MSC05	MSC05-C. Do not manipulate time_t typed values directly
CC2.MSC12	MSC12-C. Detect and remove code that has no effect or is never executed
CC2.MSC17	MSC17-C. Finish every set of statements associated with a case label with a break statement
CC2.MSC20	MSC20-C. Do not use a switch statement to transfer control into a complex block
CC2.MSC30	MSC30-C. Do not use the rand() function for generating pseudorandom numbers
CC2.MSC34	MSC24-C. Do not use deprecated or obsolescent functions
CC2.PRE00	PRE00-C. Prefer inline or static functions to function-like macros
CC2.PRE01	PRE01-C. Use parentheses within macros around parameter names
CC2.PRE02	PRE02-C. Macro replacement lists should be parenthesized
CC2.PRE03	PRE03-C. Prefer typedefs to defines for encoding non-pointer types
CC2.PRE04	PRE04-C. Do not reuse a standard header file name
CC2.PRE06	PRE06-C. Enclose header files in an include guard
CC2.PRE07	PRE07-C. Avoid using repeated question marks
CC2.PRE08	PRE08-C. Guarantee that header file names are unique
CC2.PRE12	PRE12-C. Do not define unsafe macros
CC2.PRE31	PRE31-C. Avoid side effects in arguments to unsafe macros
CC2.PRE32	PRE32-C. Do not use preprocessor directives in invocations of function-like macros
CC2.STR04	STR04-C. Use plain char for characters in the basic character set
CC2.STR05	STR05-C. Use pointers to const when referring to string literals
CC2.STR10	STR10-C. Do not concatenate different type of string literals
CC2.STR34	STR34-C. Cast characters to unsigned char before converting to larger integer sizes
CC2.STR36	STR11-C. Do not specify the bound of a character array initialized with a string literal
CC2.STR37	STR37-C. Arguments to character-handling functions must be representable as an unsigned char