Programming can be fun, so can cryptography; however they should not be combined.
--Kreitzberg and Schneierman
Coding Style: Language Use

- **Anti-Patterns:**
  - Code compiles with warnings
  - Warnings are turned off or over-ridden
  - Insufficient warning level set
  - Language safety features over-ridden

- **Make sure the compiler understands what you meant**
  - A warning means the compiler might not do what you think
    - Your particular language use might be “undefined”
  - A warning might mean you’re doing something that’s likely a bug
    - It might be valid C code, but should be avoided
  - Don’t over-ride features designed for safe language use
The C Language Doesn’t Always Play Nice

- Defined, but potentially dangerous
  - if (a = b) { ... } // a is modified
  - while (x > 0); {x = x-1;} // infinite loop

- Undefined or unspecified ➔ dangerous
  - You might think you know what these do ...
    ... but it varies from system to system
  - int *p = NULL; x = *p; // null pointer dereference
  - int b; c = b; // uninitialized variable
  - int x[10]; ... b = x[10]; // access past end of array
  - x = (i++) + a[i]; // when is i incremented?
Language Use Guidelines & Tools

- **MISRA C, C++**
  - Guidelines for critical systems in C (e.g., no malloc)
  - Portability, avoiding high risk features, best practices

- **CERT Secure C, C++, Java**
  - Rules to reduce security risks (e.g., buffer overflows)
  - Includes list of which tools check which rules

- **Static analysis tools**
  - More than compiler warnings (e.g., strong type warnings)
  - Many tools, both commercial and free. Start by going far past “–Wwall” on gcc

- **Dynamic Analysis tools**
  - Executes the program with checks (e.g., memory array bounds)
  - Again, many tools. Start by looking at Valgrind tool suite
Rule 13.4 The result of an assignment operator should not be used

C90 [Unspecified 7, 8; Undefined 18], C99 [Unspecified 15, 18; Undefined 32] [Koenig 6]

Category: Advisory
Analysis: Decidable, Single Translation Unit

Amplification
This rule applies even if the expression containing the assignment operator is not evaluated.

Rationale
The use of assignment operators, simple or compound, in combination with other arithmetic operators is not recommended because:

- It can significantly impair the readability of the code;
- It introduces additional side effects into a statement making it more difficult to avoid the undefined behaviour covered by Rule 13.2.

Example

```c
x = y; /* Compliant */
a[ x ] = a[ x = y ]; /* Non-compliant - the value of x = y * is used */

/* Non-compliant - value of bool_var = false is used but * bool_var == false was probably intended */
if ( bool_var = false ) {
}
```

[MISRA C-2012 Guidelines; Fair Use]
Let the Language Help!

- **Use enum instead of int**
  - `enum color {black, white, red}; // avoids bad values`

- **Use const instead of #define**
  - `const uint64_t x = 1; // helps with type checking`
  - `uint64_t y = x << 40; // avoids 32-bit overflow bug`

- **Use inline instead of #define**
  - If it’s too big to inline, the call overhead doesn’t matter
  - Many compilers inline automatically even without keyword

- **Use typedef with static analysis**
  - `typedef uint32_t feet; typedef uint32_t meters;`
  - `feet   x = 15;`
  - `meters y = x; // feet to meters assignment error`

- **Use stdint.h for portable types**
  - `int32_t` is 32-bit integer, `uint16_t` is 16-bit unsigned, etc.
Sample size: 68 million lines of open source code

- Control flow issues: 3,464 errors
- Null pointer dereferences: 2,724
- Resource leaks: 2,544
- Integer handling issues: 2,512
- Memory – corruptions: 2,264
- Memory – illegal accesses: 1,693
- Error handling issues: 1,432
- Uninitialized variables: 1,374
- Uninitialized members: 918

Notes:

- Warning density 0.69 per 1,000 lines of code
- Most open source tends to be non-critical code
- Many of these projects have previously fixed bugs from previous scans
Deviations & Legacy Code

- Use deviations from rules with care
  - Use “pragma” deviations sparingly; comment what/why

- What about legacy code that generates *lots* of warnings?
  - Strategy 1: fix one module at a time
    - Useful if you are refactoring/re-engineering the code
    - Sometimes might need to keep warnings off for 3rd party headers
  - Strategy 2: turn on one warning at a time
    - Useful if you have to keep a large codebase more or less in synch
  - Strategy 3: start over from scratch
    - If the code is bad enough this is more efficient ... if business conditions permit
Desirable language capabilities:
- Type safety and strong typing (e.g., pointers aren’t ints)
- Memory safety (e.g., bounds on arrays)
- Robust static analysis (language & tool support)
- In general, no surprises

Spark Ada as a safety critical language
- Formally defined language; verifiable programs
  - The language doesn’t have ambiguities or undefined behaviors
- You can prove that a program is correct
  - E.g., can prove absence of: array index out of range, division by zero
  - (In practice, this makes you clean up your code until proof succeeds)
- Key idea: design by contract
  - Preconditions, post-conditions, side effects are defined

procedure Increment (X : in out Counter_Type)
with Global  => null,
Depends    => (X => X),
Pre        => X < Counter_Type'Last,
Post       => X = X'Old + 1;
Language Style Best Practices

- Adopt a safe coding style (or a safe language)
  - MISRA C & CERT C are good starting points
  - Specify a static analysis tool and config settings
    - To degree practical, let machines find the style problems
  - When static analysis is set up, add dynamic analysis

- The point of good style is to avoid bugs
  - Let the compiler find many bugs automatically
  - Reduce chance of compiler mistaking your intention

- Coding style pitfalls:
  - “The code passes tests, so warnings don’t matter”
  - Real bugs lost in a huge mass of warnings
  - Making it too easy to deviate from style rules