

Welcome to IA8080-001

What is this class?

Short story: We will be making mobile apps and IoT apps.

Ok so what will we cover?







IoT and Wearable Development

Technologies

Ok so what will we cover?

Software Engineering: Architecting and design (review) Software project management and Team dynamics (review) Hardening and secure coding in the IoT SDLC Bluetooth LE (smart) protocol Hybrid App development Native App development Wearables and IoT Security issues IoT Pen. testing

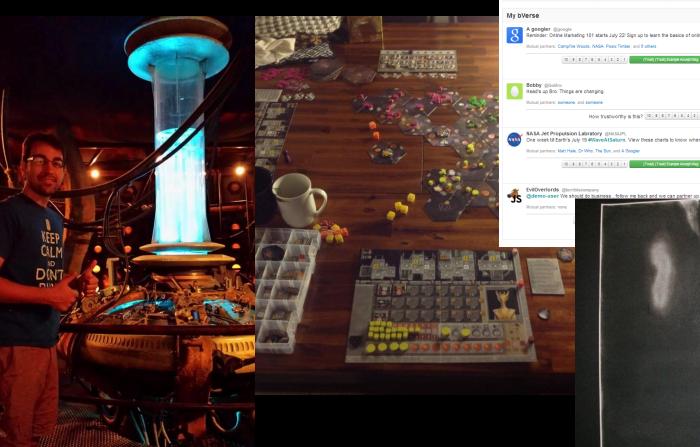
Who am I

- I'm a nerd, a philosopher, an artist, a board gamer, and a software engineer.
- I'm here to challenge you. Life is meaningless if you never know (and push) your limits. 'Non est ad astra mollis e terris via' – (There is no easy way from the earth to the stars) – Seneca

and Why should you trust me?

- I've made stuff (mostly highly interactive and visual web apps).
- I've also helped students make stuff and seen the looks of pride on their faces when they make stuff they never thought they could make.
- I believe in you and want to see you succeed.

Who am I



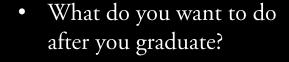




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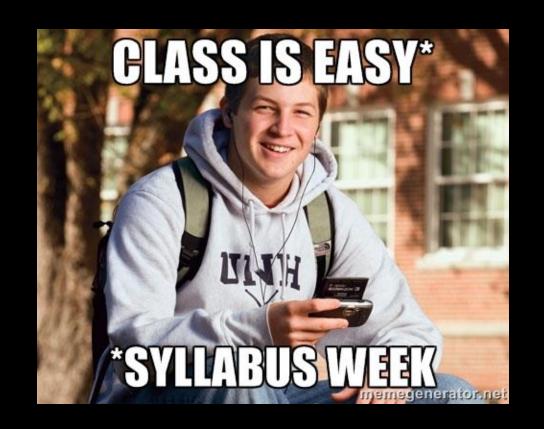
Who are you?

- Something quirky about yourself
- Something you find interesting
- What motivates you?

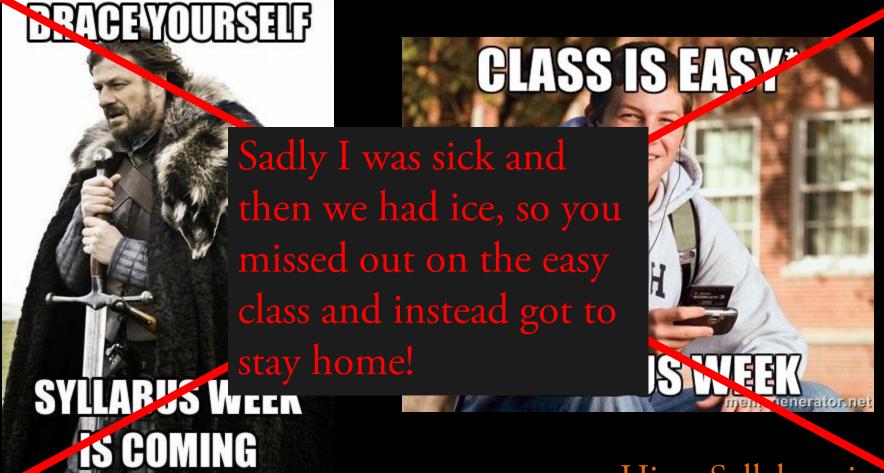








Hint: Syllabus time



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Today's Class: Not spending the entire class on the syllabus

Foreword: Stuff you need to get, what to expect in this class

Content Part 1: Types of mobile apps

Statistics: threat vectors and vulnerabilities

Hybrid apps, native apps, web apps, oh my (architectures)

Content Part 2: More about hybrid apps and intro to first project

Native Containers

Internal Web apps

Cordova

Attack surface

Hands-on Part 3: Getting started

Foreword: Stuff you need for this class:

No books

A smartphone or tablet, preferably Android, needs to be BLE capable

Ubertooth One (\$115) (I will provide these this year)

http://hackerwarehouse.com/product/ubertooth-one/

MetaWear (\$40)

(R, RPRO, RG, C, or CPRO will work, R is the cheapest)

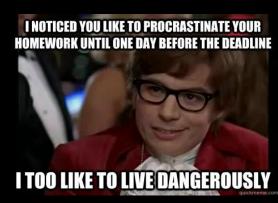
https://store.mbientlab.com/product-

category/application/wearables/)

Foreword:

What to expect from this class

- Mostly project development and lab time with a bit of lecture
- Hands-on step-by-step tutorials and then a freestyle project of your own
- No tests
- Lots of projects (don't procrastinate)
- self-referential (bad) humor in slides



Part1:

Lets talk a little about the different types of mobile apps.











(nearly) All companies have a mobile app. You probably use them, daily.

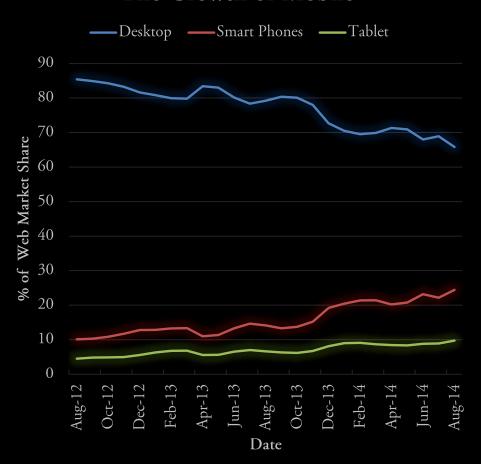








The Growth of Mobile



Face reality as it is, not as it was or as you wish it to be

- Jack Welch (former GM CEO)

fast, responsive, connected, and secure

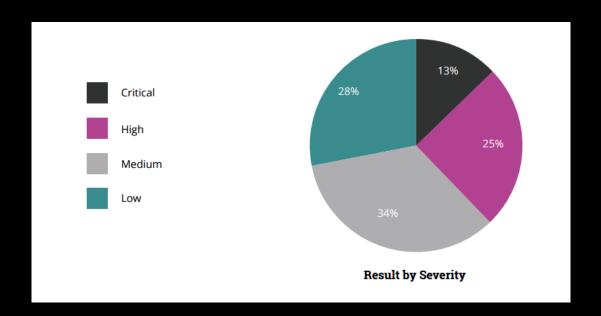
As a user, you expect mobile apps to be:

Despite your expectations...

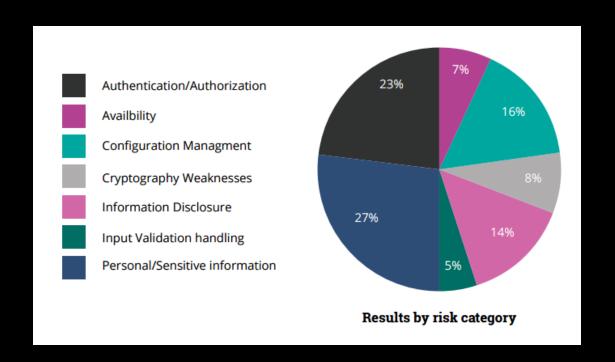
Most mobile applications have vulnerabilities*

*9.041 Vulnerabilities per app on average

...decomposition by criticality



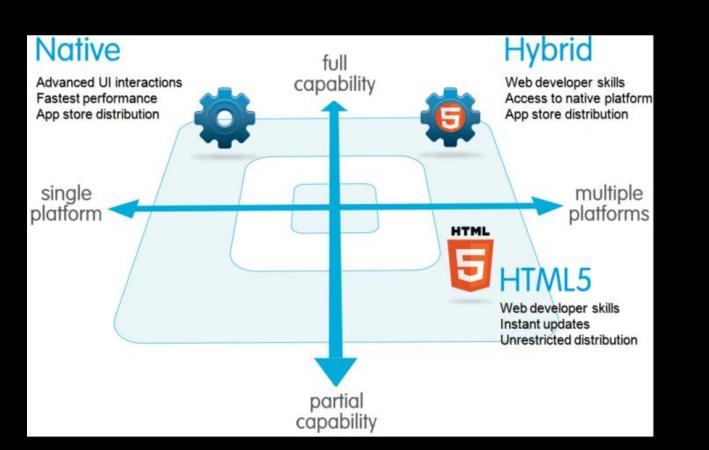
...decomposition by type



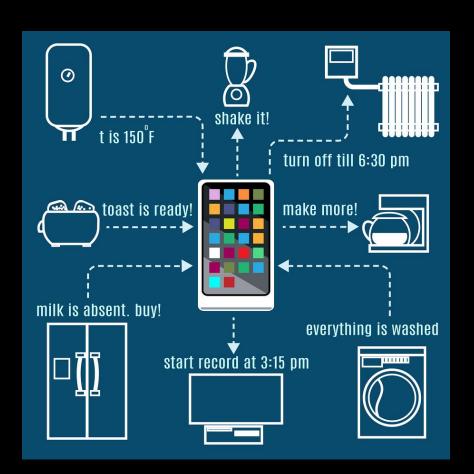
There are three main types of mobile apps



Landscape of types



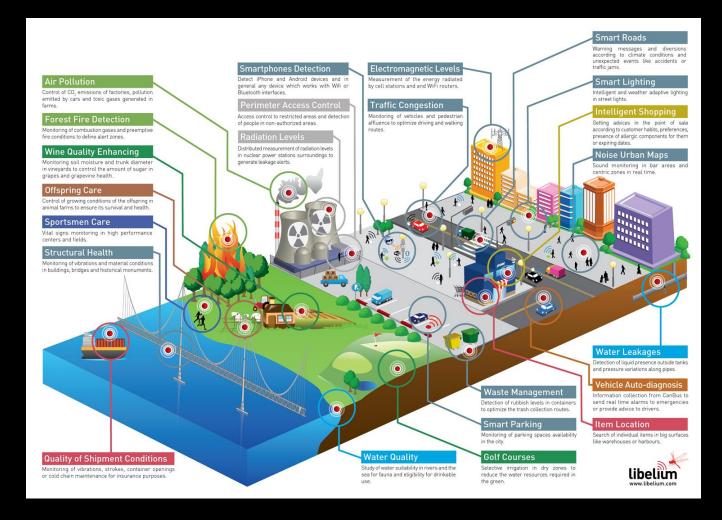
We will cover native and hybrid apps in this class. If you are interested in pure web apps, that was last semester.



What is the internet of things and why should you care?

What is the internet of things?

Sensors Embedded Everywhere



What is the internet of things?







GL/ISS

Including on your wrist, in your clothes, on your face...









What is the internet of things?

And lots of:



Face reality as it is, not as it was or as you wish it to be - Jack Welch (a favorite quote of mine obviously)

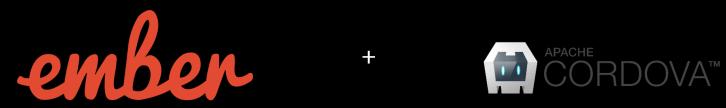
Reality: There are many security issues raised by a connected world (we will come back to these IoT topics)

For now...lets start with mobile apps Part2:

More about Hybrid Apps

In this class, you're going to build several mobile apps.

Your first app will be a hybrid app that works with





and then you will come up with your own app idea

Later you'll create a native app

(either native or hybrid)

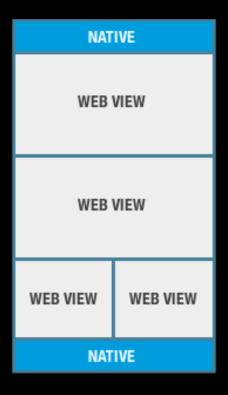
On to hybrid apps...







On to hybrid apps...



NATIVE CONTAINERS

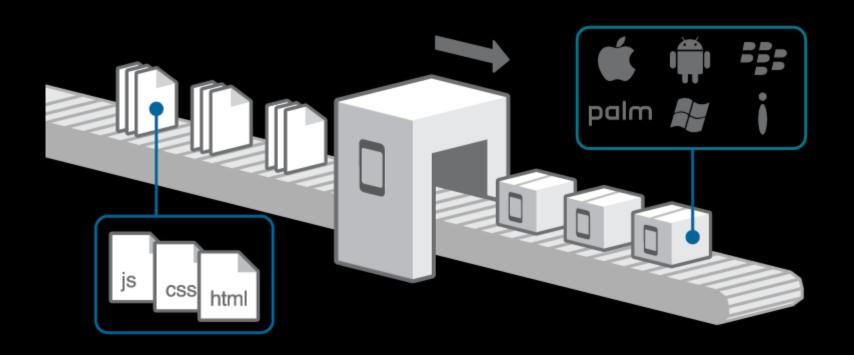


MOBILE WEB



HTML CSS JavaScript

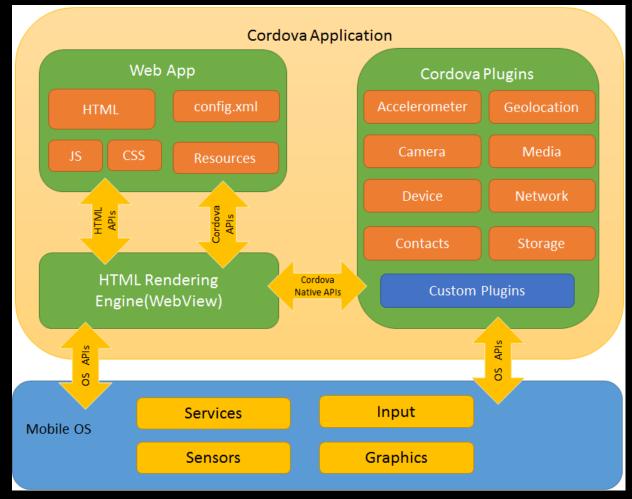
Cordova Paradigm



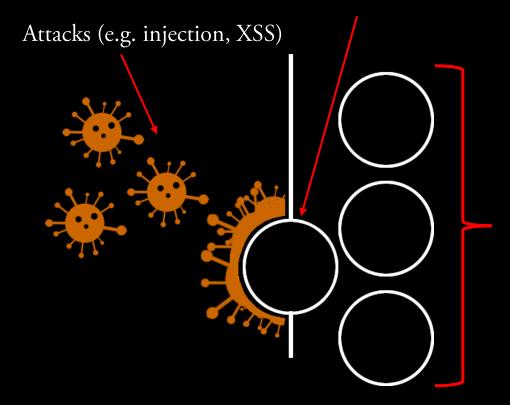
Cordova Paradigm



Cordova Architecture

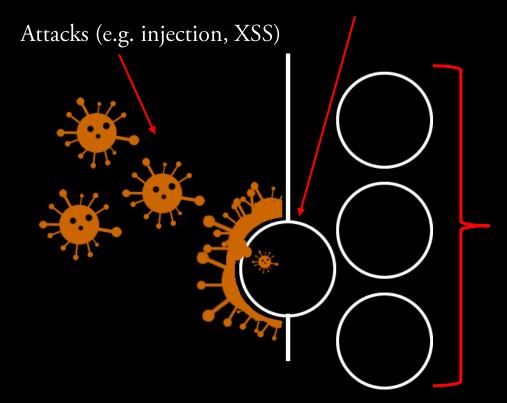


Hybrid apps have unique security challenges



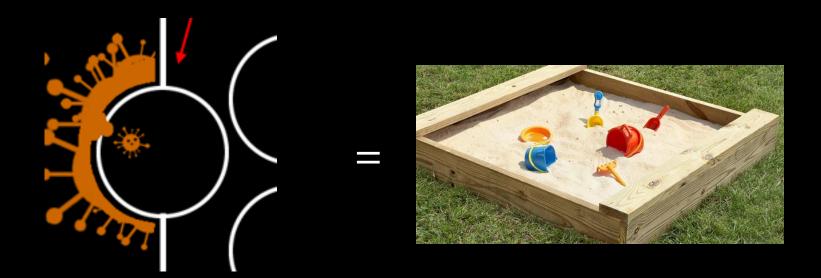
Other OS features/capabilities

Browser Container



Other OS features/capabilities

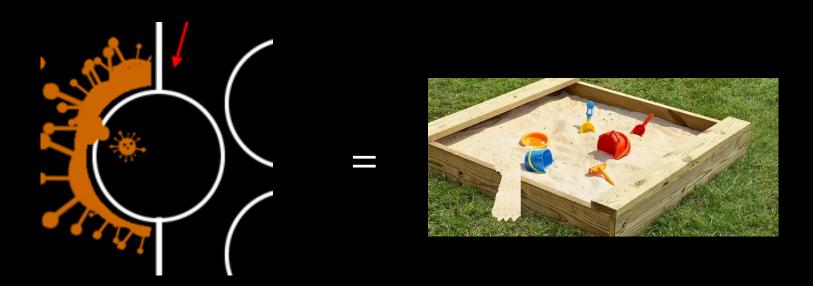
At least it's a sandbox...



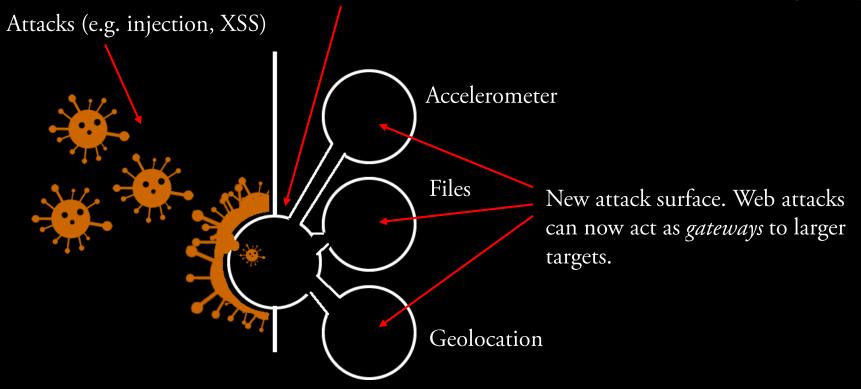


Other client services now exposed by hybrid app

Hybrid Reality



Browser Container



Part 3: Get Started! see (very detailed) development guide

(goto: https://github.com/MLHale/CYBR8480)

ASK QUESTIONS!



Questions?

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