

In every business and in every enterprise, there are bad people. Bad people all have different motives for the evils they do, and in coding this is no different. Whenever you code something for any reason, a passive security tactic should be “trying not to get hacked.” Although it sounds silly, it is certainly a good tactic. Like fighting a hostile in martial arts, the first thing you should try to do is run away and avoid conflict. Coding and hackers are no different.

There are lots of different motives that a hacker might have to hack someone. Some examples are money, difficulty, spite, revenge, infamy, or maybe they just don’t like you. Really, evil people sometimes have the craziest reasons for doing what they do, but most of the time it comes down to the big three: revenge, money, infamy/challenge.

That being said, one thing that you should practice is not boasting about your security. The code of your security is to protect your code, but ideally it would never have to be used in the first place, much like the skills of the aforementioned martial artists. Thus, you shouldn’t draw attention to your security and boast about it. That way, you won’t get hackers coming to hack you just for the sake of the challenge. This is likely how I would explain this concept to a new developer on my team. For the sake of understanding, I think the martial arts example is key to bring up to a new developer when explaining this concept to him.

In my own practice, I will be sure to not ever boast about the security that I have. Although I’ll bolster it on my own and attempt to break my own security, I’d rather not have it put to the test if I don’t have to. Not ever getting hacked will always result in a better outcome than getting hacked, whether the hacker succeeds or fails. I’d rather just never get hacked in the first place.

Although it isn't directly coding related (since it is only an analogy), I think the martial arts example is a great way to describe the motives in hacking, since they seem to be the same. People fight high-end master martial artists for the same reasons that people code: money, difficulty, revenge (in this analogy, having lost and wanting a rematch). This is likely the example concept I will use in my final reflection.