**Green Pace Developer: Security Policy Guide Template**



# Green Pace Secure Development Policy

## Contents

[Overview 2](#_Toc52464053)

[Purpose 2](#_Toc52464054)

[Scope 2](#_Toc52464055)

[Module Three Milestone 2](#_Toc52464056)

[Ten Core Security Principles 2](#_Toc52464057)

[C/C++ Ten Coding Standards 3](#_Toc52464058)

[Coding Standard 1 4](#_Toc52464059)

[Coding Standard 2 5](#_Toc52464060)

[Coding Standard 3 6](#_Toc52464061)

[Coding Standard 4 7](#_Toc52464062)

[Coding Standard 5 8](#_Toc52464063)

[Coding Standard 6 9](#_Toc52464064)

[Coding Standard 7 10](#_Toc52464065)

[Coding Standard 8 11](#_Toc52464066)

[Coding Standard 9 13](#_Toc52464067)

[Coding Standard 10 14](#_Toc52464068)

[Defense-in-Depth Illustration 15](#_Toc52464069)

[Project One 15](#_Toc52464070)

[1. Revise the C/C++ Standards 15](#_Toc52464071)

[2. Risk Assessment 15](#_Toc52464072)

[3. Automated Detection 15](#_Toc52464073)

[4. Automation 15](#_Toc52464074)

[5. Summary of Risk Assessments 16](#_Toc52464075)

[6. Create Policies for Encryption and Triple A 16](#_Toc52464076)

[7. Map the Principles 17](#_Toc52464077)

[Audit Controls and Management 18](#_Toc52464078)

[Enforcement 18](#_Toc52464079)

[Exceptions Process 18](#_Toc52464080)

[Distribution 19](#_Toc52464081)

[Policy Change Control 19](#_Toc52464082)

[Policy Version History 19](#_Toc52464083)

[Appendix A Lookups 19](#_Toc52464084)

[Approved C/C++ Language Acronyms 19](#_Toc52464085)

## Overview

Software development at Green Pace requires consistent implementation of secure principles to all developed applications. Consistent approaches and methodologies must be maintained through all policies that are uniformly defined, implemented, governed, and maintained over time.

## Purpose

This policy defines the core security principles; C/C++ coding standards; authorization, authentication, and auditing standards; and data encryption standards. This article explains the differences between policy, standards, principles, and practices (guidelines and procedure): [Understanding the Hierarchy of Principles, Policies, Standards, Procedures, and Guidelines](https://www.linkedin.com/pulse/understanding-hierarchy-principles-policies-standards-wally-beddoe/).

## Scope

This document applies to all staff that create, deploy, or support custom software at Green Pace.

## Module Three Milestone

### Ten Core Security Principles

| **Principles** | Write a short paragraph explaining each of the 10 principles of security. |
| --- | --- |
| 1. ValidateInput Data | Always check input from external and unknown sources for correct type, length, format, etc. |
| 1. Heed Compiler Warnings | Utilize the highest warning level possible for the compiler being used and eliminate any warnings it generates. |
| 1. Architect and Design for Security Policies | Implement a planned architecture for your project and when designing the program, do so in a way that is conducive to security |
| 1. Keep It Simple | Higher complexity leads to more opportunities for errors and vulnerabilities. Simplify elements of the software whenever possible. |
| 1. Default Deny | Rather than granting access to all users except those specified on a list (blacklisting), deny access for all users except those that are listed (whitelisting). |
| 1. Adhere to the Principle of Least Privilege | Users and processes should be granted the level of access necessary to complete their tasks and no more. |
| 1. Sanitize Data Sent to Other Systems | When transmitting data between different subsystems (shells and databases for example), sanitize it first. |
| 1. Practice Defense in Depth | Use multiple methods or layers of implementing security in such a way that these methods overlap. If one layer is overcome by a threat, there should be more layers in place to prevent it from gaining further access. |
| 1. Use Effective Quality Assurance Techniques | The detection and elimination of vulnerabilities should begin as early in the development process as possible. Even during static testing, vulnerabilities can and should be looked for. |
| 1. Adopt a Secure Coding Standard | A secure coding standard is vital. Either use an existing one or create your own. |

### C/C++ Ten Coding Standards

Complete the coding standards portion of the template according to the Module Three milestone requirements. In Project One, follow the instructions to add a layer of security to the existing coding standards. Please start each standard on a new page, as they may take up more than one page. The first seven coding standards are labeled by category. The last three are blank so you may choose three additional standards. Be sure to label them by category and give them a sequential number for that category. Add compliant and noncompliant sections as needed to each coding standard.

### Coding Standard 1

| **Coding Standard** | **Label** | **Name of Standard** |
| --- | --- | --- |
| **Data Type** | INT-07-CLG | Use only explicitly signed or unsigned char type for numeric values. |

| **Noncompliant Code** |
| --- |
| When a char type isn’t explicitly signed or unsigned, it could compile as either. In this example result could end up being 5 or -17. |
| char a = 200;  int i = 1000;  int result = i /a; |

| **Compliant Code** |
| --- |
| The compliant code specifies that a should be an unsigned char so there is only one possible outcome for the operation i /a. |
| unsigned char a = 200;  int i = 1000;  int result = i /a; |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

|  |
| --- |
| **Principles(s):** [Name the principle and explain how it maps to this standard.] |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Coding Standard 2

| **Coding Standard** | **Label** | **Name of Standard** |
| --- | --- | --- |
| **Data Value** | EXP-40-CLG | Do not modify constant objects. |

| **Noncompliant Code** |
| --- |
| Constant variables are declared so to ensure they will not change at any point. This code block will cause a compiler error. |
| const int constant\_integer = 50;  void aFunction() {  constant\_integer = constant\_integer \* 2;  } |

| **Compliant Code** |
| --- |
| To perform operations on constant variables, the result should be stored in a new variable so that no change to the constant is necessary. |
| const int constant\_integer = 50;  void aFunction() {  int new\_integer = constant\_integer \* 2;  } |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

|  |
| --- |
| **Principles(s):** [Name the principle and explain how it maps to this standard.] |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Coding Standard 3

| **Coding Standard** | **Label** | **Name of Standard** |
| --- | --- | --- |
| **String Correctness** | STR-50-CPP | Guarantee that storage for strings has sufficient space for character data and the null terminator. |

| **Noncompliant Code** |
| --- |
| The unbounded reading into my\_string could lead to a buffer overflow while restricting the number of characters read into your\_string could result in the input being truncated. |
| void no\_bounds\_input() {  char my\_string[16];  cin >> my\_string;  char your\_string[16];  cin.width(16);  cin >> your\_string;  } |

| **Compliant Code** |
| --- |
| Using the string type from the standard library eliminates the need to specify the size of any character array. |
| void string\_input() {  string input\_string;  cin >> input\_string;  } |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

|  |
| --- |
| **Principles(s):** [Name the principle and explain how it maps to this standard.] |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Coding Standard 4

| **Coding Standard** | **Label** | **Name of Standard** |
| --- | --- | --- |
| **SQL Injection** | IDS-00-JAV | Prevent SQL injection. |

| **Noncompliant Code** |
| --- |
| In this noncompliant block, input is taken straight from the user and used in a SQL query. Failing to validate the input could create the opportunity for a SQL injection attack. |
| Scanner scannerObject = new Scanner(System.in);  System.out.println("Enter patient ID");  String patientID = scanObj.nextLine(); // Read user input  String sqlQuery = "select \* from patients where patientID = " + patientID;  Statement stmt = connection.createStatement();  ResultSet rs = stmt.executeQuery(sqlString); |

| **Compliant Code** |
| --- |
| Using prepared statements allows you to pass the input from the user into a placeholder within the SQL query you write ahead of time. The statement the setString statement does all of the necessary validation for you. |
| Scanner scannerObject = new Scanner(System.in);  System.out.println("Enter patient ID");  String patientID = scanObj.nextLine(); // Read user input  String sqlQuery = "select \* from patients where patientID = ?";  PreparedStatement stmt = connection.prepareStatement(sqlQuery);  stmt.setString(1, patientID);  ResultSet rs = stmt.executeQuery(); |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

|  |
| --- |
| **Principles(s):** [Name the principle and explain how it maps to this standard.] |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Coding Standard 5

| **Coding Standard** | **Label** | **Name of Standard** |
| --- | --- | --- |
| **Memory Protection** | EXP-53-CPP | Do not read uninitialized memory. |

| **Noncompliant Code** |
| --- |
| In the following code, the statement j +=b; is invalid because b has not yet been assigned a value. Trying to assigned this valueless variable to another variable causes undefined behavior. |
| void function() {  unsigned char b;  int j;    for (int i = 0; i < 5; i++) {  j += b;  b++;  }  } |

| **Compliant Code** |
| --- |
| If variables are initialized to 0 when they are declared, there is no chance of accidentally trying to access or use uninitialized variables. |
| void function() {  unsigned char b = 0;  int j = 0;    for (int i = 0; i < 5; i++) {  j += b;  b++;  }  } |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

|  |
| --- |
| **Principles(s):** [Name the principle and explain how it maps to this standard.] |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Coding Standard 6

| **Coding Standard** | **Label** | **Name of Standard** |
| --- | --- | --- |
| **Assertions** | DCL-03-CLG | Use a static assertion to test the value of a constant expression. |

| **Noncompliant Code** |
| --- |
| The below use of the assert() macro is incorrect because it does not produce any kind of warning message at compile time and instead, only halts execution if the assertion is false. |
| struct user {  unsigned int id;  string username;  string password;  };  int function(void) {  assert(sizeof(struct user) == sizeof(unsigned int) + (sizeof(string) \* 2));  } |

| **Compliant Code** |
| --- |
| A static assertion results in a compilation error with the specified message. This is far more helpful when diagnosing errors within your program. |
| struct user {  unsigned int id;  string username;  string password;  };  int function(void) {  static\_assert(sizeof(struct user) == sizeof(unsigned int) + (sizeof(string) \* 2), “Structure must not be padded”);  } |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

|  |
| --- |
| **Principles(s):** [Name the principle and explain how it maps to this standard.] |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Coding Standard 7

| **Coding Standard** | **Label** | **Name of Standard** |
| --- | --- | --- |
| **Exceptions** | ERR-55-CPP | Honor exception specifications. |

| **Noncompliant Code** |
| --- |
| This function is declared using the *noexcept(true)* parameter but there are cases in which *resize()* may throw exceptions. |
| void vector\_resize(vector<int> &v, size\_t s) noexcept(true) {  v.resize(s);  } |

| **Compliant Code** |
| --- |
| Simply removing *noexcept(true)* from the function declaration allows the *resize()* statement within it to throw an exception. |
| void vector\_resize(vector<int> &v, size\_t s){  v.resize(s);  } |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

|  |
| --- |
| **Principles(s):** [Name the principle and explain how it maps to this standard.] |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Coding Standard 8

| **Coding Standard** | **Label** | **Name of Standard** |
| --- | --- | --- |
| Exceptions | ERR-51- CPP | Handle all exceptions. |

| **Noncompliant Code** |
| --- |
| Although the function could throw an exception, main does not catch any exceptions when it calls it. |
| void might\_throw() noexcept(false);    int main() {  might\_throw();  } |

| **Compliant Code** |
| --- |
| All exceptions thrown by the functions called within the *try* block are caught in this example. |
| void might\_throw() noexcept(false);    int main() {  try {  might\_throw();  } catch (…) {  // Error handling  }  } |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

|  |
| --- |
| **Principles(s):** [Name the principle and explain how it maps to this standard.] |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Coding Standard 9

| **Coding Standard** | **Label** | **Name of Standard** |
| --- | --- | --- |
| Data Value | INT-30-CLG | Ensure that unsigned integer operations do not wrap. |

| **Noncompliant Code** |
| --- |
| This code adds two integers without ensuring the operation will not cause integer wrap. |
| void my\_function(unsigned int a, unsigned int b) {  unsigned int sum = a + b;  } |

| **Compliant Code** |
| --- |
| This example only performs the operation if it will not result in an unsigned integer wrap. |
| void my\_function(unsigned int a, unsigned int b) {  unsigned int sum;  if (UINT\_MAX - a < b) {  // This would cause a wrap  } else {  sum = a + b;  }  } |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

|  |
| --- |
| **Principles(s):** [Name the principle and explain how it maps to this standard.] |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Coding Standard 10

| **Coding Standard** | **Label** | **Name of Standard** |
| --- | --- | --- |
| String Correctness | STR-30-CLG | Do not attempt to modify string literals. |

| **Noncompliant Code** |
| --- |
| Since a pointer simply points to an address, the second statement in this example is attempting to modify the string literal itself. |
| char \*string\_pointer = “abc”;  string\_pointer[0] = ‘c’; |

| **Compliant Code** |
| --- |
| This example uses the string literal to initialize a character array (another way to create a string). The second statement here is modifying the array element at index 2 rather than the string literal. |
| char char\_array\_string = “abc”;  char\_array\_string[2] = ‘a’; |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

|  |
| --- |
| **Principles(s):** [Name the principle and explain how it maps to this standard.] |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Defense-in-Depth Illustration

This illustration provides a visual representation of the defense-in-depth best practice of layered security.



## Project One

There are seven steps outlined below that align with the elements you will be graded on in the accompanying rubric. When you complete these steps, you will have finished the security policy.

### Revise the C/C++ Standards

You completed one of these tables for each of your standards in the Module Three milestone. In Project One, add revisions to improve the explanation and examples as needed. Add rows to accommodate additional examples of compliant and noncompliant code. Coding standards begin on the security policy.

### Risk Assessment

Complete this section on the coding standards tables. Enter high, medium, or low for each of the headers, then rate it overall using a scale from 1 to 5, 5 being the greatest threat. You will address each of the seven policy standards. Fill in the columns of severity, likelihood, remediation cost, priority, and level using the values provided in the appendix.

### Automated Detection

Complete this section of each table on the coding standards to show the tools that may be used to detect issues. Provide the tool name, version, checker, and description. List one or more tools that can automatically detect this issue and its version number, name of the rule or check (preferably with link), and any relevant comments or description—if any. This table ties to a specific C++ coding standard.

### Automation

Provide a written explanation using the image provided.



Automation will be used for the enforcement of and compliance to the standards defined in this policy. Green Pace already has a well-established DevOps process and infrastructure. Define guidance on where and how to modify the existing DevOps process to automate enforcement of the standards in this policy. Use the DevSecOps diagram and provide an explanation using that diagram as context.

[Insert your written explanations here.]

### Summary of Risk Assessments

Consolidate all risk assessments into one table including both coding and systems standards, ordered by standard number.

| Rule | Severity | Likelihood | Remediation Cost | Priority | Level |
| --- | --- | --- | --- | --- | --- |
| STD-001-CPP | High | Unlikely | Medium | High | 2 |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
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| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Create Policies for Encryption and Triple A

Include all three types of encryption (in flight, at rest, and in use) and each of the three elements of the Triple-A framework using the tables provided***.***

* 1. Explain each type of encryption, how it is used, and why and when the policy applies.
  2. Explain each type of Triple-A framework strategy, how it is used, and why and when the policy applies.

Write policies for each and explain what it is, how it should be applied in practice, and why it should be used.

| 1. **Encryption** | **Explain what it is and how and why the policy applies.** |
| --- | --- |
| Encryption in rest | [Insert text.] |
| Encryption at flight | [Insert text.] |
| Encryption in use | [Insert text.] |

| 1. **Triple-A Framework\*** | **Explain what it is and how and why the policy applies.** |
| --- | --- |
| Authentication | [Insert text.] |
| Authorization | [Insert text.] |
| Accounting | [Insert text.] |

**\***Use this checklist for the Triple A to be sure you include these elements in your policy:

* User logins
* Changes to the database
* Addition of new users
* User level of access
* Files accessed by users

### Map the Principles

Map the principles to each of the standards, and provide a justification for the connection between the two. In the Module Three milestone, you added definitions for each of the 10 principles provided. Now it’s time to connect the standards to principles to show how they are supported by principles. You may have more than one principle for each standard, and the principles may be used more than once. Principles are numbered 1 through 10. You will list the number or numbers that apply to each standard, then explain how each of these principles supports the standard. This exercise demonstrates that you have based your security policy on widely accepted principles. Linking principles to standards is a best practice.

**NOTE:** Green Pace has already successfully implemented the following:

* Operating system logs
* Firewall logs
* Anti-malware logs

The only item you must complete beyond this point is the Policy Version History table.

## Audit Controls and Management

Every software development effort must be able to provide evidence of compliance for each software deployed into any Green Pace managed environment.

Evidence will include the following:

* Code compliance to standards
* Well-documented access-control strategies, with sampled evidence of compliance
* Well-documented data-control standards defining the expected security posture of data at rest, in flight, and in use
* Historical evidence of sustained practice (emails, logs, audits, meeting notes)

## Enforcement

The office of the chief information security officer (OCISO) will enforce awareness and compliance of this policy, producing reports for the risk management committee (RMC) to review monthly. Every system deployed in any environment operated by Green Pace is expected to be in compliance with this policy at all times.

Staff members, consultants, or employees found in violation of this policy will be subject to disciplinary action, up to and including termination.

## Exceptions Process

Any exception to the standards in this policy must be requested in writing with the following information:

* Business or technical rationale
* Risk impact analysis
* Risk mitigation analysis
* Plan to come into compliance
* Date for when the plan to come into compliance will be completed

Approval for any exception must be granted by chief information officer (CIO) and the chief information security officer (CISO) or their appointed delegates of officer level.

Exceptions will remain on file with the office of the CISO, which will administer and govern compliance.

## Distribution

This policy is to be distributed to all Green Pace IT staff annually. All IT staff will need to certify acceptance and awareness of this policy annually.

## Policy Change Control

This policy will be automatically reviewed annually, no later than 365 days from the last revision date. Further, it will be reviewed in response to regulatory or compliance changes, and on demand as determined by the OCISO.

## Policy Version History

| Version | Date | Description | Edited By | Approved By |
| --- | --- | --- | --- | --- |
| 1.0 | 08/05/2020 | Initial Template | David Buksbaum |  |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

## Appendix A Lookups

### Approved C/C++ Language Acronyms

| Language | Acronym |
| --- | --- |
| C++ | CPP |
| C | CLG |
| Java | JAV |