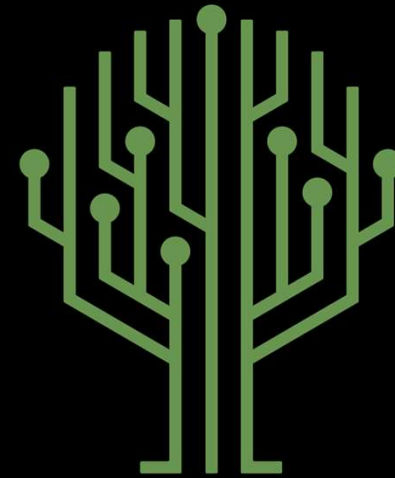


# Green Pace

Security Policy Presentation

Developer: Matt Jackson

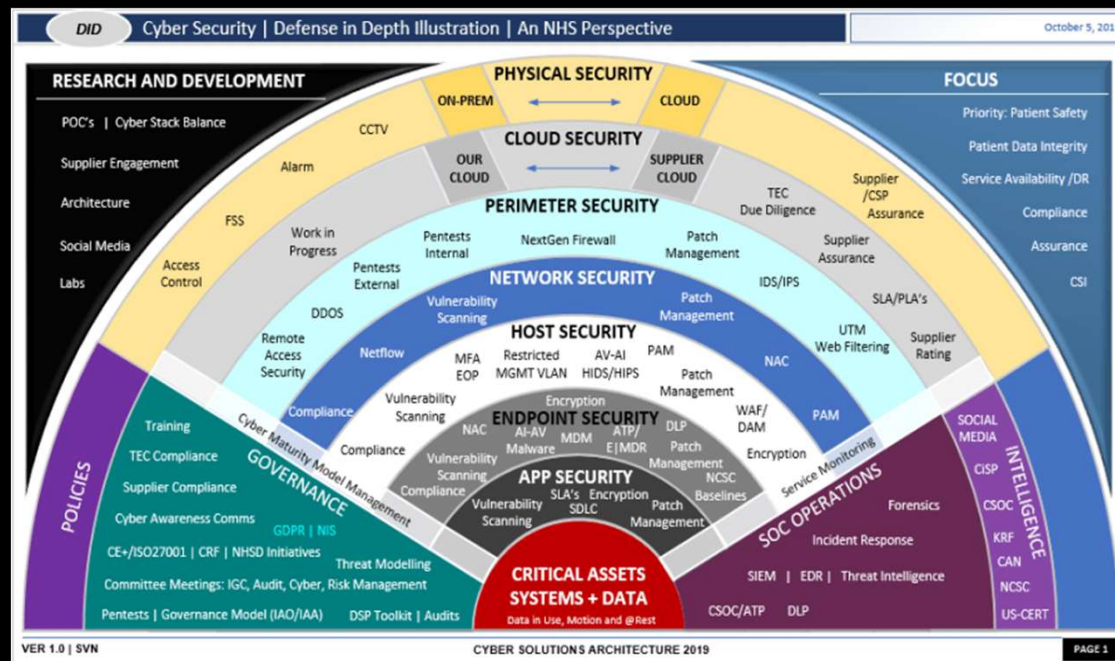
Southern New Hampshire University



Green Pace



# OVERVIEW: DEFENSE IN DEPTH



# THREATS MATRIX

- eCrime accounts for most intrusions
- Most intrusions use social engineering
- Hactivism unlikely to threaten customer data
- Sabotage is unlikely but has a high impact

Likely eCrime	Priority Social Engineering
Low priority Hactivism	Unlikely Sabotage



# 10 PRINCIPLES

Principles	Standards
Adopt a Secure Coding Standard	
Practice Defense in Depth	
Use Effective Quality Assurance Techniques	
Architect and Design for Security Policies	<ul style="list-style-type: none"><li>• Do not use C standard free() to deallocate objects allocated with new</li><li>• Handle all exceptions</li><li>• Make declarations unambiguous</li></ul>
Adhere to the Principle of Least Privilege	<ul style="list-style-type: none"><li>• Parameterize user input using prepared statements</li></ul>
Default Deny	<ul style="list-style-type: none"><li>• Parameterize user input using prepared statements</li></ul>
Validate Input Data	<ul style="list-style-type: none"><li>• Ensure data values do not wrap around</li><li>• Ensure access values are within the range of the string length</li><li>• Parameterize user input using prepared statements</li><li>• Do not use assertions to validate input</li></ul>
Sanitize Data Sent to Other Systems	<ul style="list-style-type: none"><li>• Close files when they are not needed.</li></ul>
Heed Compiler Warnings	<ul style="list-style-type: none"><li>• Use explicit, C++ casting conventions when converting data types</li><li>• Do not use C standard free() to deallocate objects allocated with new</li><li>• Handle all exceptions</li></ul>
Keep it Simple	<ul style="list-style-type: none"><li>• Make declarations unambiguous</li><li>• Do not assume order of evaluation will ensure side effects are executed in that order</li></ul>



# CODING STANDARDS

- Parameterize user input using prepared statements
- Ensure access values are within the range of the string length
- Do not use C standard free() to deallocate objects allocated with new
- Close files when they are not needed.
- Handle all exceptions
- Do not use assertions to validate input
- Make declarations unambiguous
- Ensure data values do not wrap around
- Use explicit, C++ casting conventions when converting data types
- Do not assume order of evaluation will ensure side effects are executed in that order



# ENCRYPTION POLICIES

Type	Policy
Encryption at rest	Data that is not currently being used or transmitted is considered “at rest”. Because data could be at rest for a prolonged period of time, a means of encryption that is not susceptible to brute force is best. For mobile devices, full-disk encryption is recommended in case the device is lost or stolen.
Encryption in flight	In flight data is moving from one location to another, be it through an email, file transfer protocol, web upload/download or the like. The best way to secure data in transit is through shared key encryption, most often asymmetrical, which solves the key distribution problem.
Encryption in use	When data is opened by an application or user, it is considered in use. Data in use can be protected by access controls and permissions.



# TRIPLE-A POLICIES

Triple-A Framework	Policy
Authentication	<ul style="list-style-type: none"><li>• Identifying a user</li><li>• Login with username / password</li><li>• MFA</li></ul>
Authorization	<ul style="list-style-type: none"><li>• Tasks or data a user can access</li><li>• Once authenticated, their authorization policy is applied.</li><li>• Database changes</li><li>• Processes and files accessed</li></ul>
Accounting	<ul style="list-style-type: none"><li>• Log information about a user's session</li><li>• Verify policies are properly applied</li><li>• Analysis of resource usage</li><li>• Log user creation</li></ul> <p>Ensure policies can be checked for compliance and enforcement.</p>





# Unit Testing

- Add five values to a collection (Positive test)
- Verify resize decrease (Positive test)
- Throw out-of-range exception (Negative test)
- Search for removed value (Negative test)





# Add Five Values to Collection

```
// TODO: Create a test to verify adding five values to collection
TEST_F(CollectionTest, CanAddFiveValuesToVector)
{
    add_entries(rand() % 100);    // establish non-empty collection of up to 100 entries
    size_t size = collection->size();
    add_entries(5);
    EXPECT_EQ(collection->size(), size + 5);
}
```



# Verify resize decrease

```
// TODO: Create a test to verify resizing decreases the collection
TEST_F(CollectionTest, ResizeDecrease) {
    add_entries(rand() % 100 + 1 );           // ensure collection has random amount of entries in it
    size_t size = collection->size();

    size_t dec = collection->max_size();
    while (dec >= collection->size()) {
        dec = rand() % 100 + 1;               // choose random decrement amount between 1 and 100
    }
    ASSERT_GT(collection->size(), dec);        // ensure amount to decrement is less than size of collection

    collection->resize(collection->size() - dec);
    EXPECT_LT(collection->size(), size);
}
```



# Throw exception

```
// TODO: Create a test to verify the std::out_of_range exception is thrown when calling at()
// with an index out of bounds
// NOTE: This is a negative test
TEST_F(CollectionTest, ThrowsOutOfRangeError){
    add_entries(rand() % 100 + 1);           // ensure collection is not empty
    ASSERT_GT(collection->size(), 0);

    EXPECT_THROW(collection->at(collection->size()), std::out_of_range);
    EXPECT_THROW(collection->at(-1), std::out_of_range);
}
```



# Search for removed value

```
//push a unique value, pop collection, search for value (should not find)
TEST_F(CollectionTest, FindAfterPop) {
    collection->push_back(0);           // ensure starting values are unique
    collection->push_back(1);
    collection->push_back(5);
    collection->push_back(10);

    ASSERT_EQ(collection->size(), 4);

    collection->pop_back();

    ASSERT_EQ(collection->size(), 3);

    auto it = std::find(collection->begin(), collection->end(), 10);
    // should not find, so it = collection->end()

    EXPECT_EQ(it, collection->end());
}
```



# Results

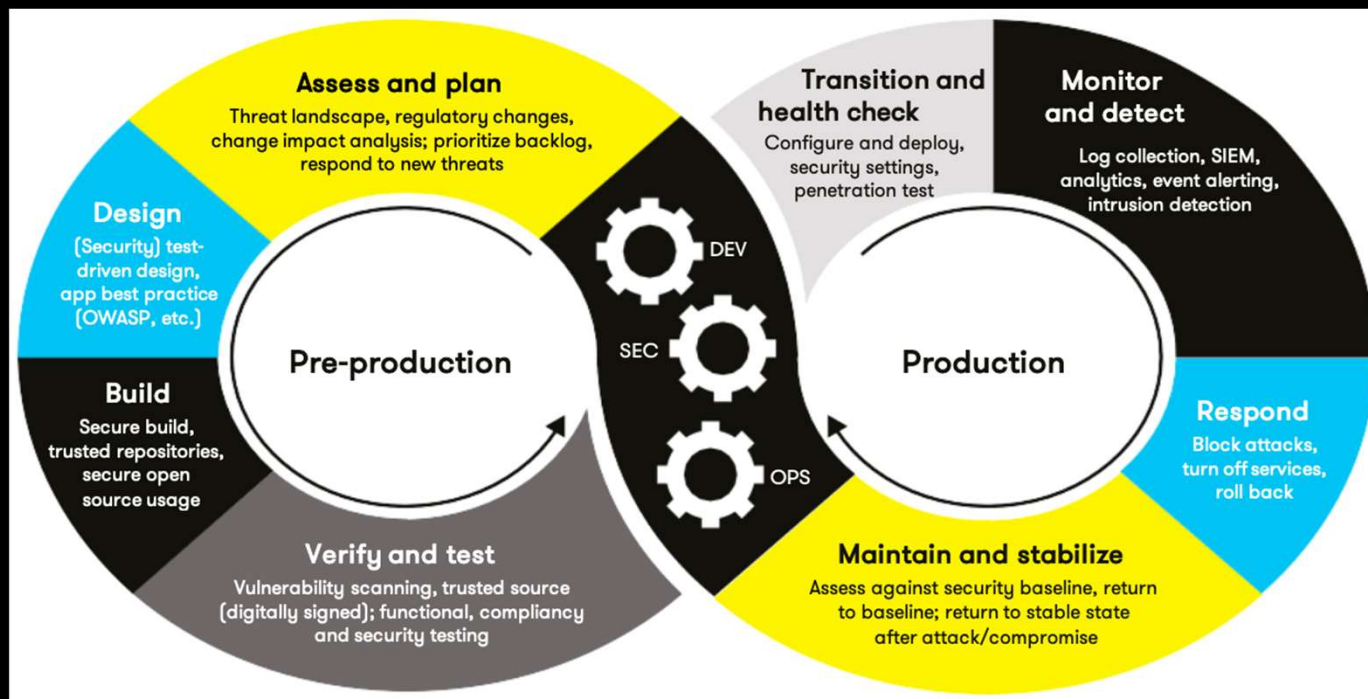
```
Running main() from D:\a\_work\1\s\googletest\googletest\src\gtest_main.cc
[=====] Running 4 tests from 1 test case.
[-----] Global test environment set-up.
[-----] 4 tests from CollectionTest
[ RUN     ] CollectionTest.CanAddFiveValuesToVector
[         OK ] CollectionTest.CanAddFiveValuesToVector (0 ms)
[ RUN     ] CollectionTest.ResizeDecrease
[         OK ] CollectionTest.ResizeDecrease (0 ms)
[ RUN     ] CollectionTest.ThrowsOutOfRangeError
[         OK ] CollectionTest.ThrowsOutOfRangeError (0 ms)
[ RUN     ] CollectionTest.FindAfterPop
[         OK ] CollectionTest.FindAfterPop (0 ms)
[-----] 4 tests from CollectionTest (1 ms total)

[-----] Global test environment tear-down
[=====] 4 tests from 1 test case ran. (2 ms total)
[ PASSED ] 4 tests.
```





# AUTOMATION SUMMARY



# TOOLS

- . CODESonar
- . Sonar Cube
- . PVS-Studio
- . SpotBugs
- . Polyspace BugFinder





# RISKS AND BENEFITS

Act Now	Respond Later
Threat is out there	Nothing has happened yet
Cost over run	Cost more to fix after the fact
Delayed product delivery	Takes more time to respond to incident



# RECOMMENDATIONS

## GAPS

- Policy and standards cannot address every bit of code
- Who is responsible for security upon deployment?
- Education and awareness
- Need data recovery plan and incident response guide



# CONCLUSIONS

- Splunk has identified 50 of the top cybersecurity threats. Many more exist. Continual vigilance and awareness of new trends is a must.
- Consider using a third party to provide security as a service for consistency across products and clients.
- Educate employees and clients, especially as new threats and procedures emerge
- Create a disaster recovery plan



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