

# DevSecOps with Github Advanced Security

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# Despite increasing developer awareness, security threats continue to rise



# Organizations want to shift security left

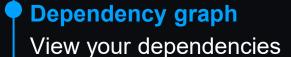
\$ Millions



Sources: NIST, Ponemon Institute

### GitHub Advanced Security





Advisory database
Canonical database of
dependency vulnerabilities

Security alerts and updates
Notifications for vulnerabilities
in your dependencies, and pull
requests to fix them

Dependency review
Identify new dependencies and vulnerabilities in a PR



#### **Secret scanning**

Find API tokens or other secrets exposed anywhere in your git history.

#### Code scanning

Static analysis of every git push, integrated into the developer workflow and powered by CodeQL



#### **Branch protection**

Enforce requirement for pushing to a branch or merging PRs

#### 🕈 Commit signing

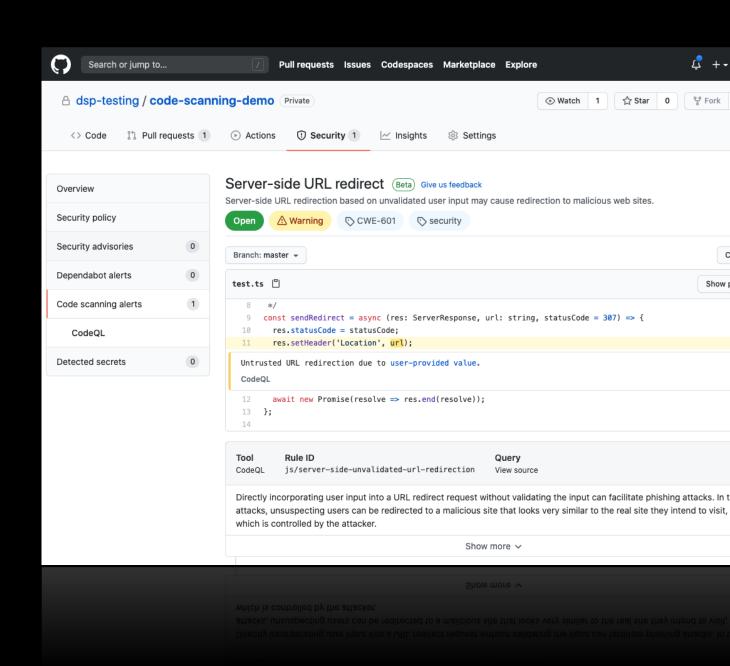
Enforce requirement that all commits are signed

#### Security overview

View security results of all kinds across your organization

### Code scanning

- Find vulnerabilities before they are merged into the code base with automated CodeQL scans
- Integrate results directly into the developer workflow
- Run custom queries and the community-powered GitHub query set
- Extensible, with support for other SAST tools



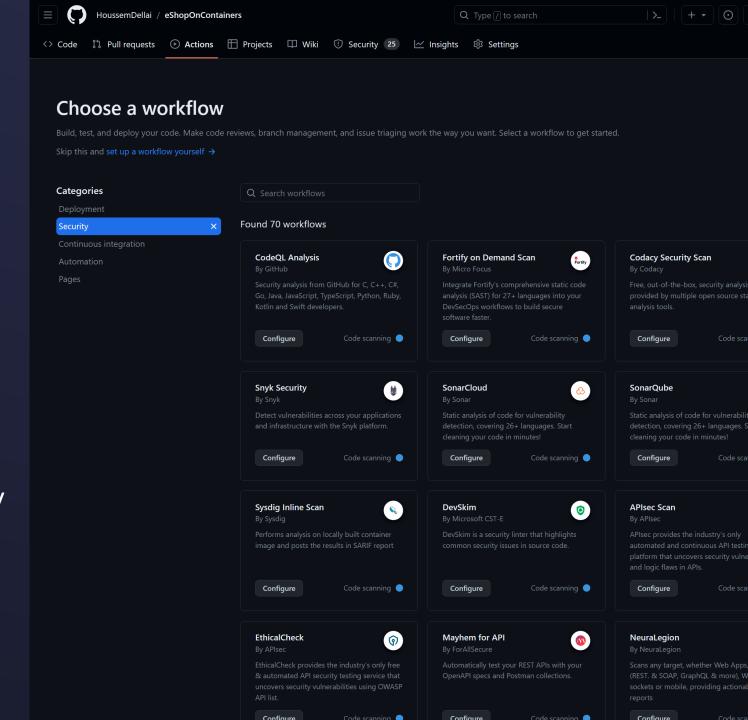
#### **How CodeQL works** libraries model key query what to look for concepts code base QL compiler database scheme describes code as data extractor compiled and stmts turns code optimized query build into data system database QL stores code as data evaluator build artifacts

query results

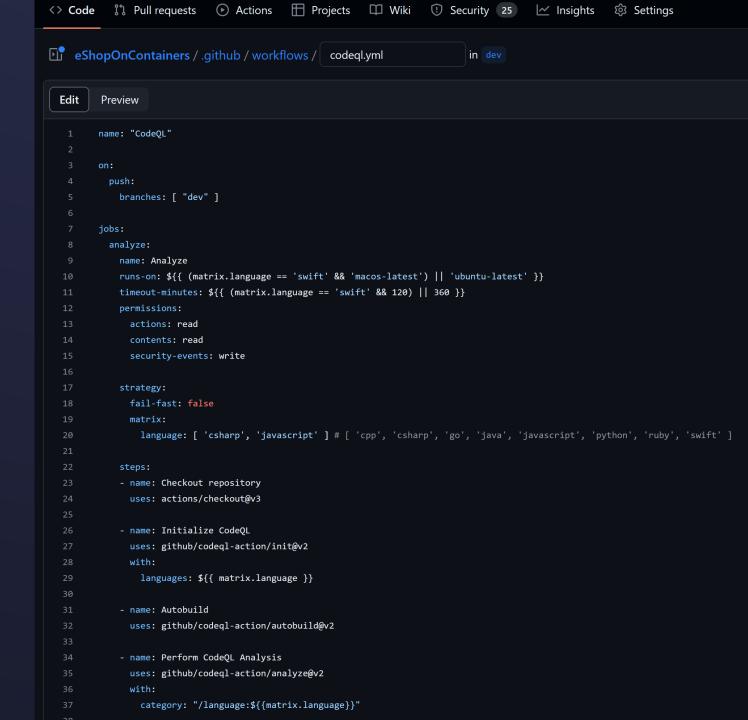
### **Code Scanning**

Integrate any static application security testing (SAST) engine.

Use CodeQL, an open source engine, or any commercial third-party SAST tool



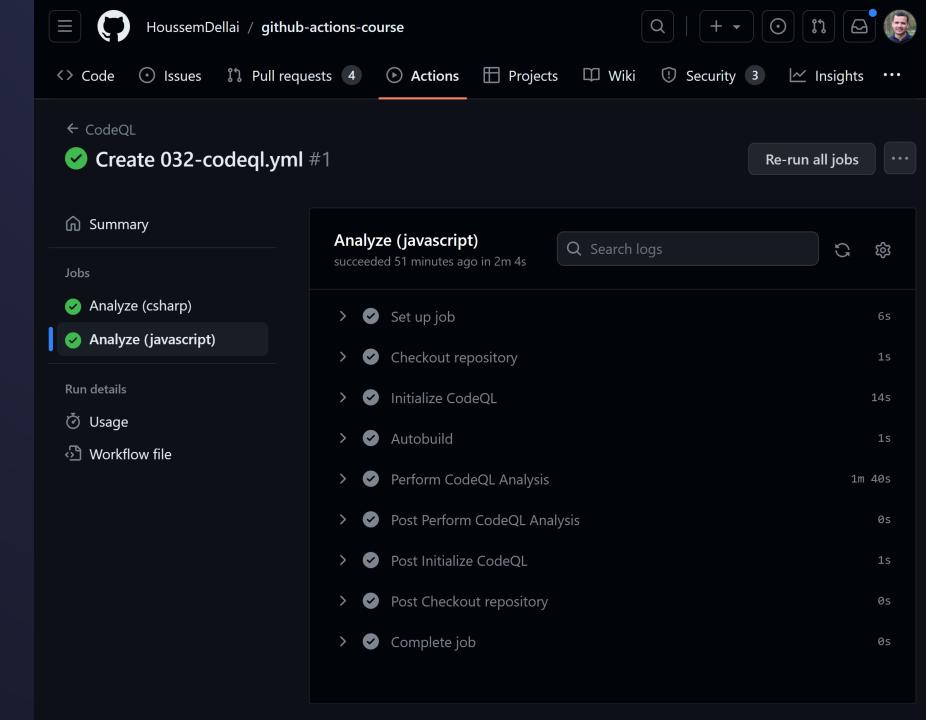
# CodeQL pipeline



## CodeQL pipeline

```
steps:
- name: Checkout repository
 uses: actions/checkout@v3
- name: Initialize CodeQL
  uses: github/codeql-action/init@v2
 with:
   languages: 'python'
- name: Autobuild
 uses: github/codeql-action/autobuild@v2
- name: Perform CodeQL Analysis
 uses: github/codeql-action/analyze@v2
 with:
   category: "/language:${{matrix.language}}"
```

### CodeQL scan



#### **Summary**

Jobs

- Analyze (csharp)
  - Analyze (javascript)

Run details

- **Ö** Usage
- Workflow file

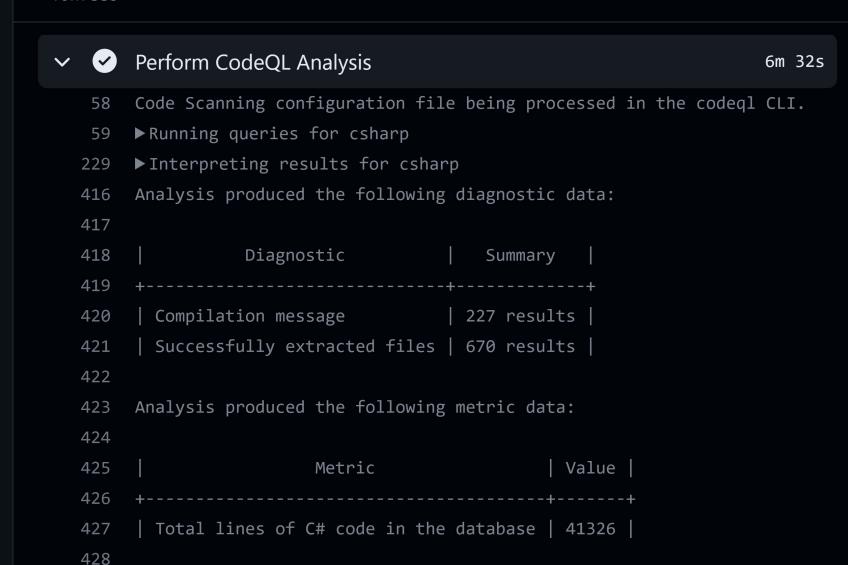
#### Analyze (csharp)

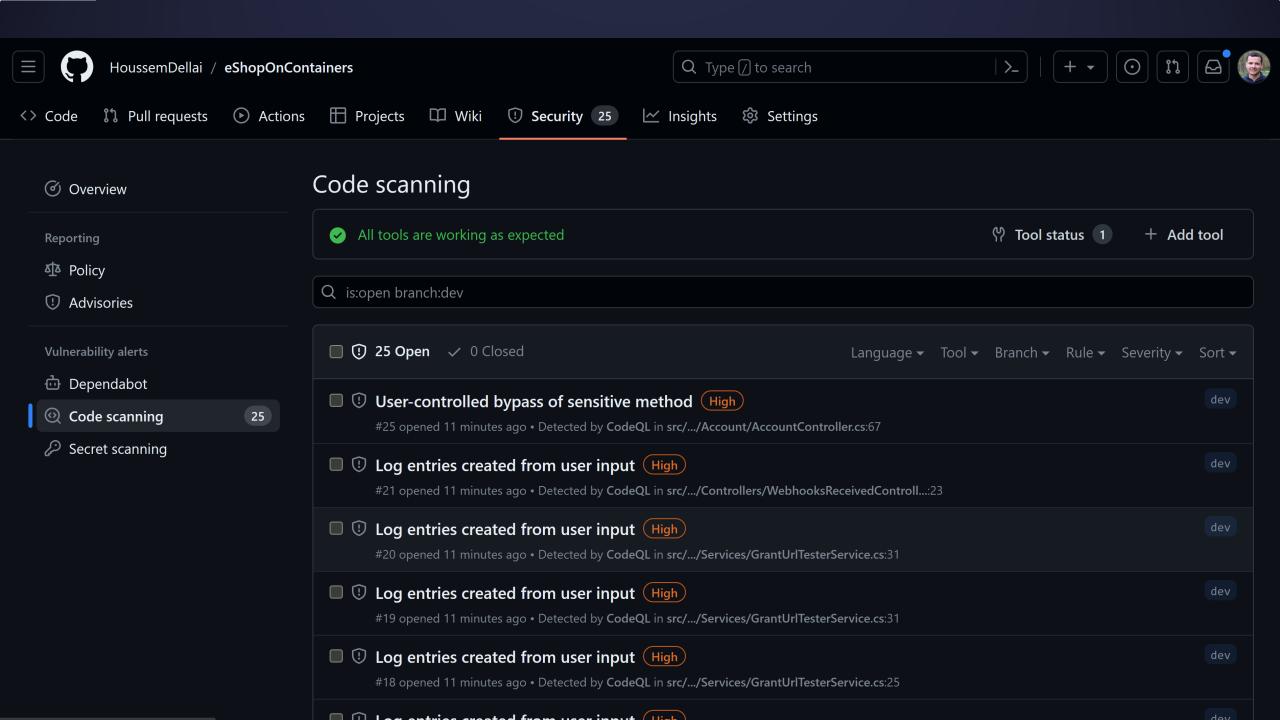
succeeded 9 minutes ago in 10m 53s

Q Search logs

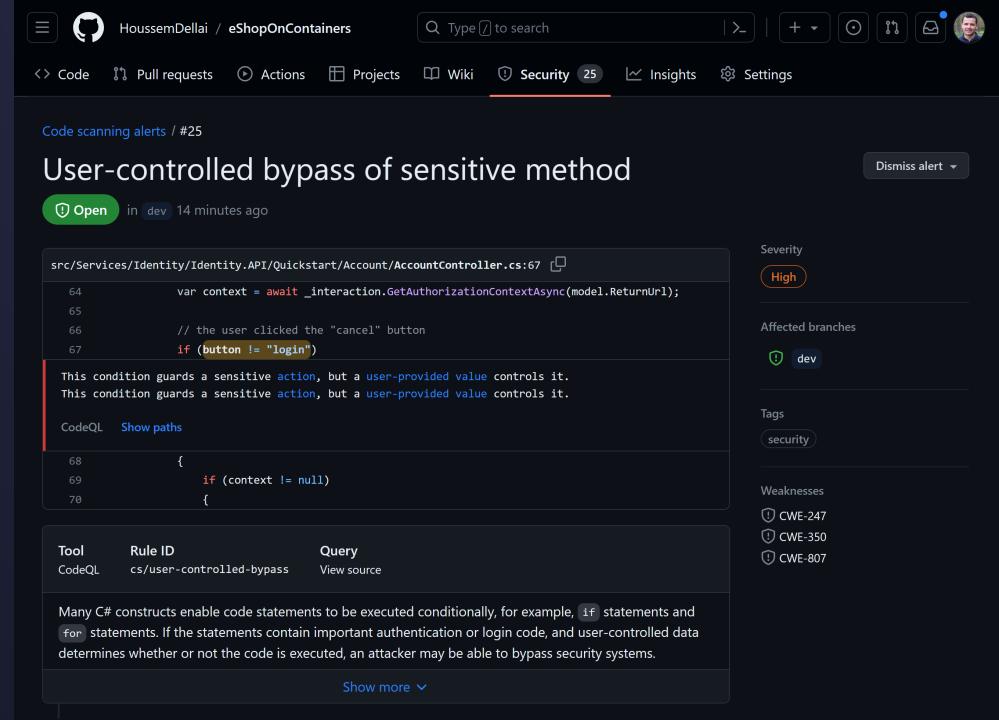












### Alert mitigation /recommendation

#### Recommendation

Never decide whether to authenticate a user based on data that may be controlled by that user. If necessary, ensure that the data is validated extensively when it is input before any authentication checks are performed.

It is still possible to have a system that "remembers" users, thus not requiring the user to login on every interaction. For example, personalization settings can be applied without authentication because this is not sensitive information. However, users should be allowed to take sensitive actions only when they have been fully authenticated.

#### Example

This example shows two ways of deciding whether to authenticate a user. The first way shows a decision that is based on the value of a cookie. Cookies can be easily controlled by the user, and so this allows a user to become authenticated without providing valid credentials. The second, more secure way shows a decision that is based on looking up the user in a security database.

```
public boolean doLogin(HttpCookie adminCookie, String user, String password)
    // BAD: login is executed only if the value of 'adminCookie' is 'false',
    // but 'adminCookie' is controlled by the user
    if (adminCookie.Value == "false")
        return login(user, password);
    return true;
public boolean doLogin(HttpCookie adminCookie, String user, String password)
    // GOOD: use server-side information based on the credentials to decide
    // whether user has privileges
    bool isAdmin = queryDbForAdminStatus(user, password);
   if (!isAdmin)
        return login(user, password);
    return true;
```