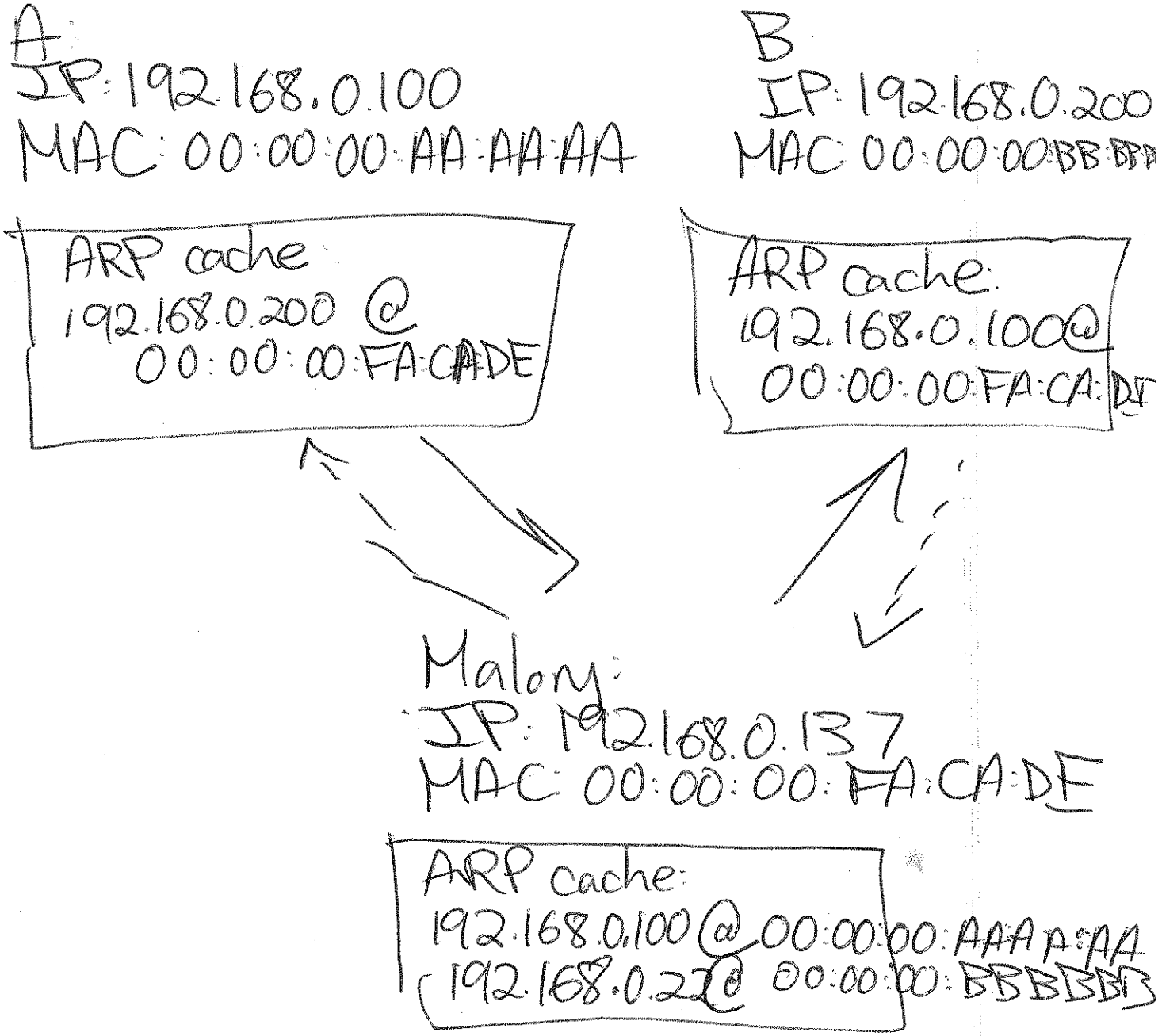
116: Attacking Networks

1. ARP → switched vs. unswitched networks
2. Types of network attacks
3. Goals of attacks
4. Sniffing
5. Detecting sniffers
6. Defending sniffers
7. What about switched networks
8. To learn: Ruby
9. Next class: TCP

→ ARP redirection + ARP poisoning



ARP redirection

ARP cache poisoning

97: #FAIL

The Reality

1. Majority of projects fail (yes, software)
2. Cost of #FAIL over course of history is incalculable

The Reasons

1. Feature creep (recall game dev)
2. Constant reestimation
3. Redesign and rewrite during testing
4. No documentation of design decisions
5. Didn't account for security until the end
6. Didn't test until the end
7. Didn't know domain knowledge well enough
8. Didn't know customers and needs well enough
9. No users
10. Hardly any documented project plan
11. Didn't use revision control
12. Personality issues

Effects of #FAIL

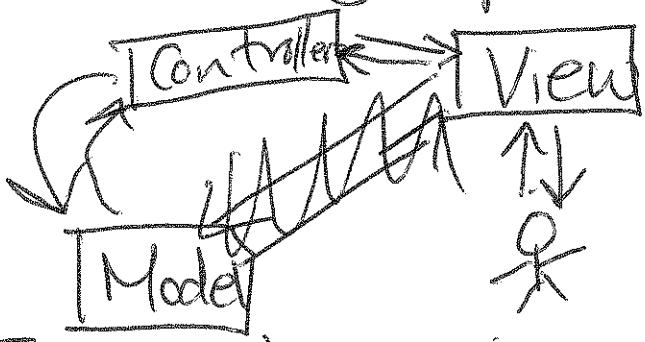
1. Low quality & reliability
2. Delays
3. Cost overruns
4. Unfinished project
5. Vaporware
6. Tarnished reputation
7. Legal issues, lawsuits

Fact to the matter is, SE is

1. People interaction is paramount
2. Ability to write and communicate well will set you apart
3. Never built from scratch
4. Never reinvent the wheel
5. Complex really fast

120: MVC, Model-View-Controller

1. Review exercise
2. Design pattern (theory)
   - Reusable practice for designing software
   - Proven way, benefits
   - Used by many
   - Risks are known
   - Avoids reinventing the wheel
3. MVC
   - Software architecture design patter



4. Frameworks that Use MVC
   - iOS
   - Android
   - Backbone.js
   - ASP
   - Spring (Java)
   - Ember
   - Angular
   - Django
   - Rails