

```

public static void main(String[] args) {
    ClassPool pool = ClassPool.getDefault();
    boolean userClassNameSame = true;
    if (!userClassName.equals("Hello")) {
        ClassPath cp = new ClassPath();
        pool.insertClassPath(cp);
        cp.insertLast(classPath);
    } else {
        String strClassPath = workDir +
        "\\bin";
        pool.insertClassPath(strClassPath);
    }
    CtClass cc = pool.get("target.Rectangle");
    cc.setSuperclass(pool.get("Target.POINT"));
    takes a CtClass
    cc.writeFile(outputDir); //putputDir is a
    string

    ClassPool pool = ClassPool.getDefault();
    boolean userClassNameSame = true;
    if (!userClassName.equals("Hello")) {
        ClassPath cp = new ClassPath();
        pool.insertClassPath(cp);
    } else {
        String strClassPath = workDir +
        "\\bin";
        pool.insertClassPath(strClassPath);
    }
    CtClass cc = pool.get("target.Rectangle");
    curClass.setSuperclass(pool.get(userClassName));
    cc.writeFile(outputDir);

    ClassPool pool = ClassPool.getDefault();
    CtClass cc = pool.makeClass(cc.getClassName());
    cc.writeFile(outputDir);
    CtClass cc = pool.get("target.Rectangle");
    pool.makeInterface(ccInterfaceName);
    ccInterface.writeFile(outputDir);

    ClassPool pool = ClassPool.getDefault();
    String strClassPath = workDir;
    pool.insertClassPath(strClassPath);
    CtClass ccPoint2 =
    pool.makeClass("POINT");
    ccPoint2.writeFile(outputDir);
    CtClass ccRectangle2 =
    pool.makeClass("RECTANGLE");
    ccRectangle2.writeFile(outputDir);
    // + modifications of the class definition will be
    permitted.
    ccRectangle2.setSuperclass(ccPoint2);
    ccTangl2.writeFile(outputDir);

    CtMethod method = cc.getBeclaredMethod("say");
    m.insertBefore(method, "System.out.println(\"Hello, " +
    "World\");");
    Class.forName("Hello").say("V");
    Hello h = (Hello) c.newInstance();
    h.say();

    private static String workDir =
    System.getProperty("user.dir");
    private static final String TARGET_POINT =
    "target.POINT";
    private static final String TARGET_RECTANGLE =
    "target.Rectangle";
    ClassPool cp = ClassPool.getDefault();
    String strClassPath = workDir +
    File.separator + "classPath";
    pool.insertClassPath(strClassPath);
    Loader cl = new Loader(cp);
    CtClass cc = cp.get(TARGET_RECTANGLE);
    cc.setSuperclass(pool.get(TARGET_POINT));
    Class.forName(TARGET_RECTANGLE);
    Object rec = c.newInstance();
    cl.loadClass(TARGET_RECTANGLE);
    System.out.println("DBG rec object: " +
    rec);
    Class> rectClass = rect.getClass();
    Method m =
    rectClass.getDeclaredMethod("getVAL", new Class[] {
    });
    System.out.println(rectClass.getMethod(" + m);
    System.out.println("DBG result: " + m.
    invoke(rec, new Object[] {}));
}

public static void main(String[] args) throws
Throwable {
    SampleLoader s = new SampleLoader();
    Class> c = s.loadClass("MYAPP");
    c.getDeclaredMethod("main", new Class[] {}) {
    String[] args).invoke(null, new Object[] { args
    });
    }
    private ClassPool pool;
    public SampleLoader() throws NotFoundException {
    pool = new ClassPool();
    pool.insertClassPath(inputDir); // MYAPP must be there.
}

public static void main(String[] args) throws
Throwable {
    SubstitutedMethodBody s = new
    SubstitutedMethodBody();
    Class> c = loadClass(TARGET_MY_APP);
    Method mainMethod =
    c.getDeclaredMethod("main", new Class[] {
    String[] args});
    mainMethod.invoke(null, new Object[] { args
    });
    }

    protected Class> findClass(String name) throws
    ClassNotFoundException {
    Class<Object> cc = null;
    try {
        cc = pool.get(name);
        cc.instrument(new ExprEditor());
        public void edit(MethodDef m) throws
        CannotCompileException {
            String className = m.getClassName();
            String methodName = m.getName();
            String methodName =
            m.getMethodName();
            if (className.equals(TARGET_MY_APP) && methodName.equals(DRAW_METHOD)) {
                System.out.println("Edited by
                ClassLoader) method name: " + methodName + ", line:
                " + m.getLineNumber());
                m.replace("//" +
                "+$procedisS); //"
                + "*/");
            } else if (className.equals(TARGET_MY_APP) &&
            methodName.equals(MOVE_METHOD)) {
                System.out.println("Edited by
                ClassLoader) method name: " + methodName + ", line:
                " + m.getLineNumber());
                m.replace("//" +
                "+$1 = $2 * //"
                +"$procedis); //"
                + "*/");
            }
        }
        byte[] b = cc.toByteArray();
        return defineClass(name, b, 0, b.length);
    }

    static String workDir =
    System.getProperty("user.dir");
    ClassPool pool = ClassPool.getDefault();
    pool.insertClassPath(inputDir);
    CtClass cc = pool.get("target.POINT");
    CtMethod method = cc.getDeclaredMethod("move");
    m.insertBefore(method, "System.out.println(\"DBG param1: " +
    "$1 + $2\");");
    System.out.println("DBG param1: " + $1 + " + //
    $2");
}

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    cc.writeFile(outputDir);
    System.out.println("[" + DBG + "] write output to: "
        + outputDir);

    ClassPool defaultPool =
    ClassPool.getDefault();
    defaultPool.insertClassPath(INPUT_PATH);
    CtClass cc = defaultPool.get(TARGET_MAPP);
    CtMethod newMethod = c.getDeclaredMethod(FACT_METHOD);
    m.useCflow(FACT_METHOD);
    m.insertBefore("if (" + cflowId(fact) + " == 0)" +
    System.lineSeparator() + "        " +
    "        System.out.println(\"[MyAppFact
Inserted] fact " + $1 + "\");"
    + "        " + code);
    newMethod.setBody(cc);
    InsertMethodBodyCode((I1_CPool) new
    ClassPool((I1_CPool) pool).insertClassPath(OUTPUT_PATH));
    // TARGET must be there
    cc.setBody(cc.loadClass(TARGET_MAPP));
    Method mainMethod = c.getDeclaredMethod("main", new Class[] {
    String.class});
    mainMethod.invoke(null, new Object[] { args
    });

    // find classes methodic
    pool.get(nameByCode()) == cc.getCode();
    return defineClassName(b, b, b.length);
}

SubstitutedMethodBody s = new
SubstitutedMethodBody();
cc = pool.get(new InsertClassPath(
new ClassClassPath(new
javLang.Object().getClassName())));
pool.insertClassPath(b
INPUT_PATH);
cc.setBody("target must be there");
cc.setBody(cc.loadClass(TARGET_MAPP));
Method mainMethod = c.getDeclaredMethod("main", new Class[] {
String.class});
mainMethod.invoke(null, new Object[] { args
});

cc = pool.get(name);
cc.instrument(new ExprEditor() {
    public void edit(MethodCall m) throws
CannotCompileException {
        if (m.isFieldAccess()) {
            byte[] b = cc.toBytecode();
            return defineClassName(b, b, b.length);
        }
    }
});

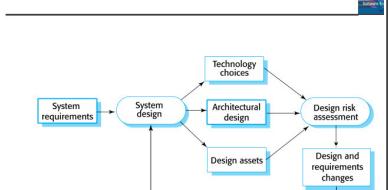
FieldAccess s = new FieldAccess();
// new ClassPool().pool.insertClassPath(new
javLang.Object().getClassName());
pool.insertClassPath(b
INPUT_PATH); // TARGET must be there
Class? c = null;
Method mainMethod =
c.getDeclaredMethod("main", new Class[] {
String.class});
mainMethod.invoke(null, new Object[] { args
});

NewExprAccess s = new NewExprAccess();
s.loadClass(TARGET_MAPP);
Method mainMethod =
c.getDeclaredMethod("main", new Class[] {
String.class});
mainMethod.invoke(null, new Object[] { args
});

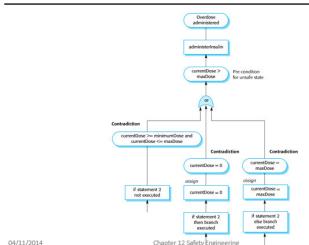
cc = pool.get(name);
cc.instrument(new ExprEditor() {
    public void edit(NewExpr newExpr)
    throws CannotCompileException {
        StringBuilder code = new
StringBuilder();
        code.append("V" + ' ' +
"$y");ln("$m");
        System.out.println(code);
        newExpr.replace(code.toString());
    }
});

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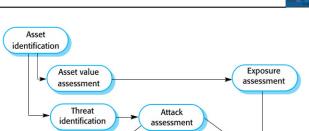
## Design and risk assessment



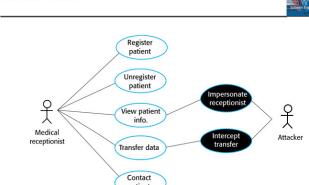
**Informal safety argument based on demonstrating contradictions**



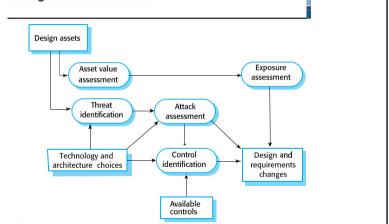
The preliminary risk assessment process for security requirements



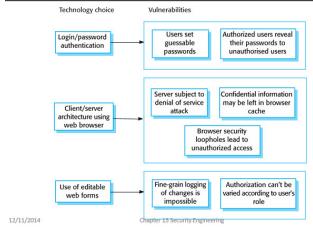
### Misuse cases



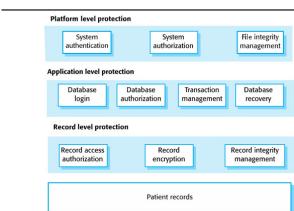
## Design risk assessment



#### Vulnerabilities associated with technology choices



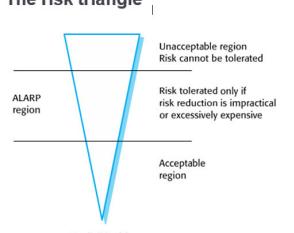
## A layered protection architecture



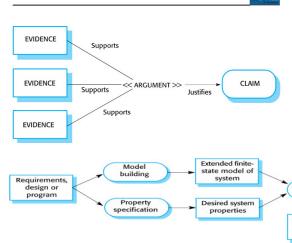
The diagram illustrates the evolution of the New York trading system from 1971 to 2016, showing the progression from a local system to a global, distributed environment.

- 1971/1986:** Authentication and authorization. The New York trading system is shown with internal controls and access by US users.
- 1990:** International expansion leads to the addition of UK trading, UK users, and UK trading rules.
- 1995:** The system becomes a Hong Kong trading system, with HK users, HK trading rules, and HK trading history.
- 2000:** The system becomes a London trading system, with UK users, UK trading rules, UK trading history, and UK equity data.
- 2005:** The system becomes a Hong Kong trading system again, with HK users, HK trading rules, HK trading history, and HK equity data.
- 2010:** The system becomes a London trading system again, with UK users, UK trading rules, UK trading history, UK equity data, and UK fund data.
- 2016:** The system is described as a "Distributed assets in a highly traded system," indicating a complex, multi-layered architecture.

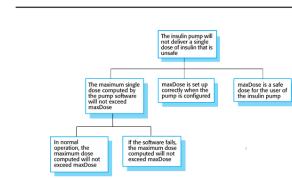
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## Structured arguments



## A safety claim hierarchy for the insulin pump



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