

Software Quality

Thursday, November 29

Software Quality - why it matters



Windows Vista™

vs.



Measurements

Software is measured by quality of the implementation

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Sufficiency

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how well a component satisfies design specifications

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Security

how resilient a component is to an attack

Achieving Dependability

Avoid the introduction of accidental errors when developing the system

Design Verification and Validation processes that are effective at discovering residual defects in the system

Configure the system correctly for its operating environment

Include recovery mechanisms to assist in restoring normal operation after a failure.

Develop process to support implementation quality

Achieving Dependability

Testing!

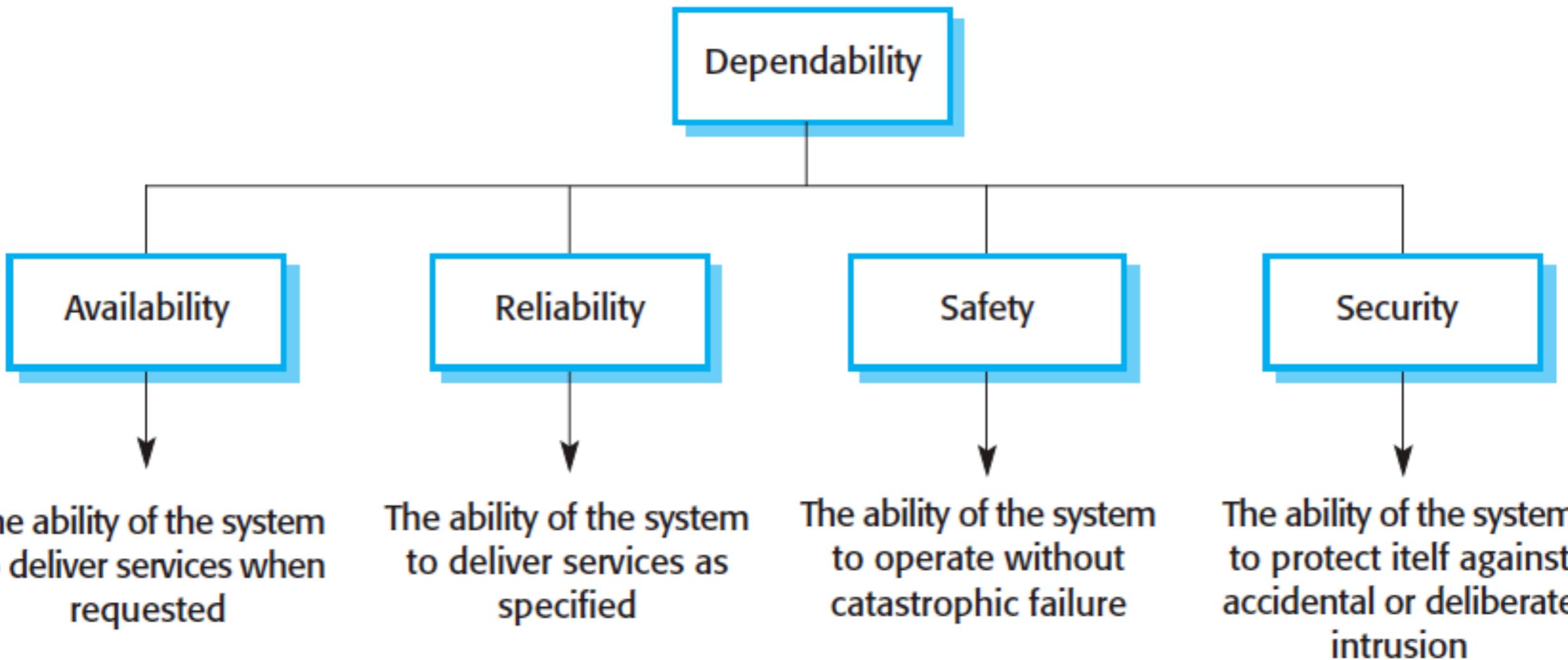
Write Unit Tests for each feature

Run all the tests after each change

Code reviews!

"Given enough eyeballs, all bugs are shallow."

Linus' Law



Availability

Availability - the probability that a system at a point in time will be operational

Availability is measured in terms of “9s”:

90% availability (“one nine”) - 36.5 days of down time per year

99% availability (“two nines”) - 3.65 days of down time per year

99.9% availability (“three nines”) - 8.76 hours of down time per year

99.99% availability (“four nines”) - 52.56 minutes of down time per year

99.999% availability (“five nines”) - 5.25 minutes of down time per year

99.9999% availability (“six nines”) - 31.5 seconds of downtime per year

Reliability

The probability of failure free operation over a specified time period, in a given environment, for a given purpose.

Measured as a rate of failure per some number of inputs:

2 errors for every 1,000 inputs = a system that is 99.8% reliable (or has a failure rate of 0.002).

Do all faults affect reliability?

What does it mean for you – when writing test cases?

Availability/ Reliability

As availability or reliability requirements increases so does the cost; the curve grows exponentially

Important to consider both properties

A system that is always on, but does not have sufficient (correct) results

A system that is up half the times, but always has correct results

Evaluate your design, requirements, tests, and know the potential faults

What about your project?

Safety

Safety critical: essential that the operation of the system is always safe

Examples: control system for a nuclear reactor, navigation systems in planes, monitoring sensors for security systems, heart monitors, etc.

Safety / Reliability

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users can generate inputs that individually are correct but when combined with state from other errors introduce anomalous data states

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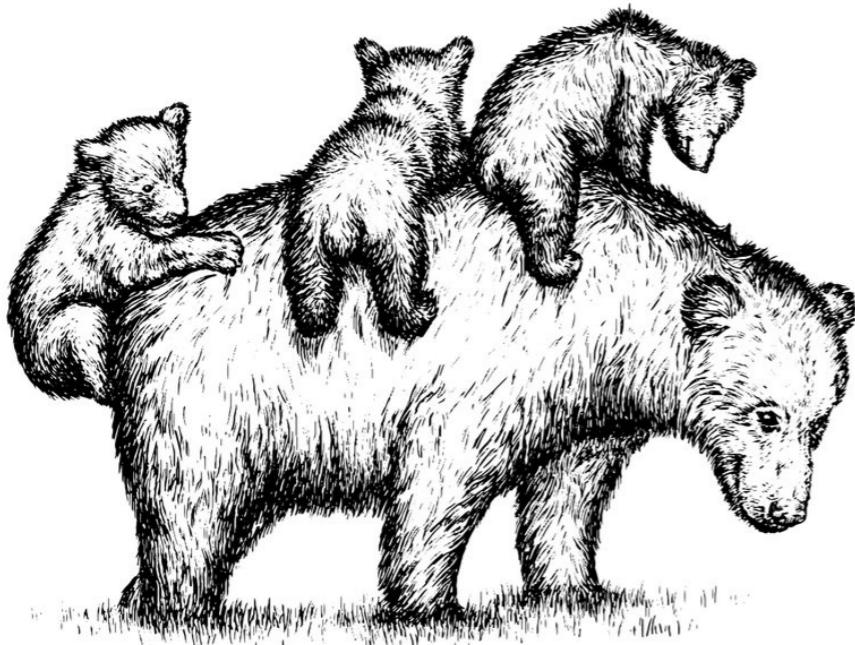
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***Designing safe software requires
significant verification effort***

omalous data

Scalability

Getting the wrong idea from that conference talk you attended



Solving Imaginary Scaling Issues

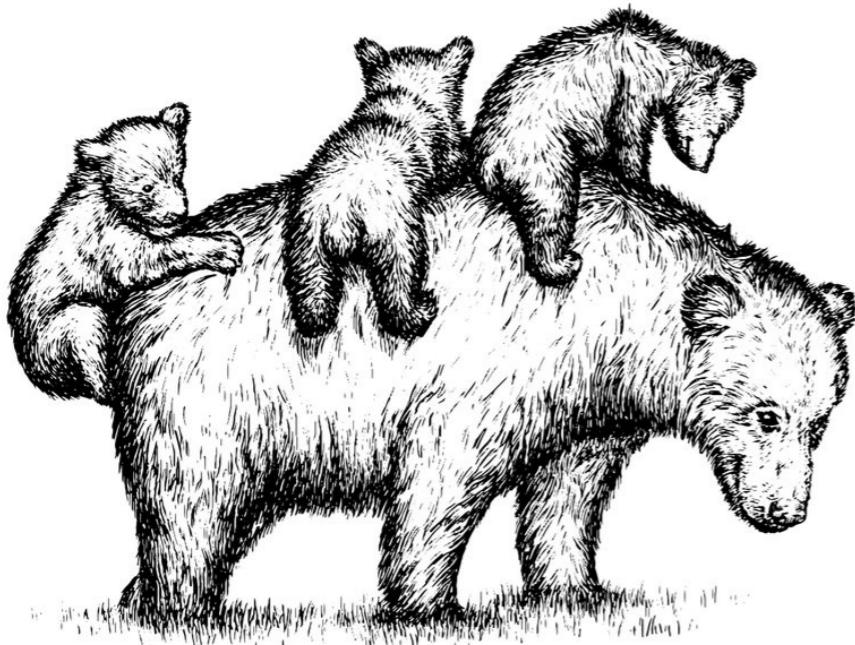
At Scale

O RLY?

@ThePracticalDev

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Does it scale?

Solving Imaginary
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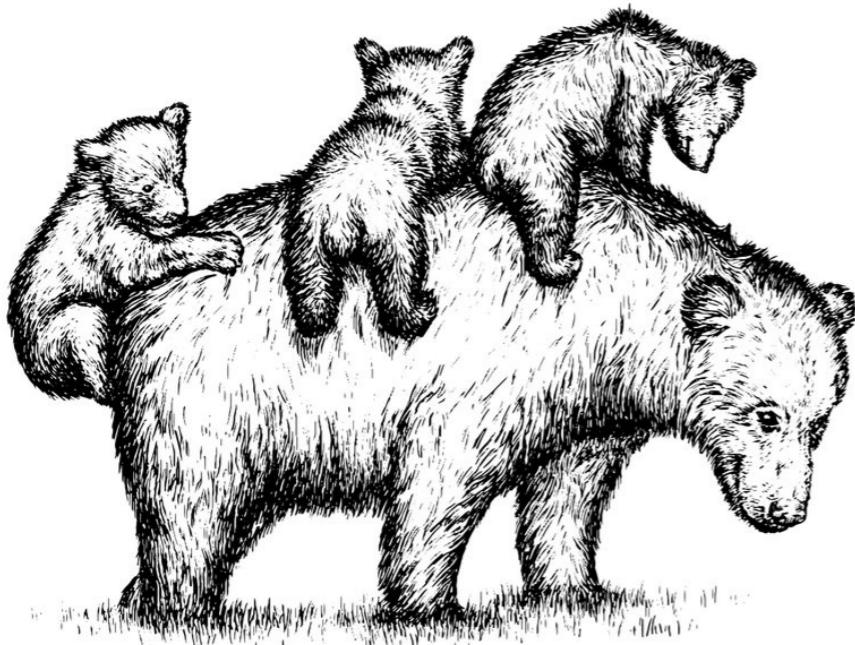
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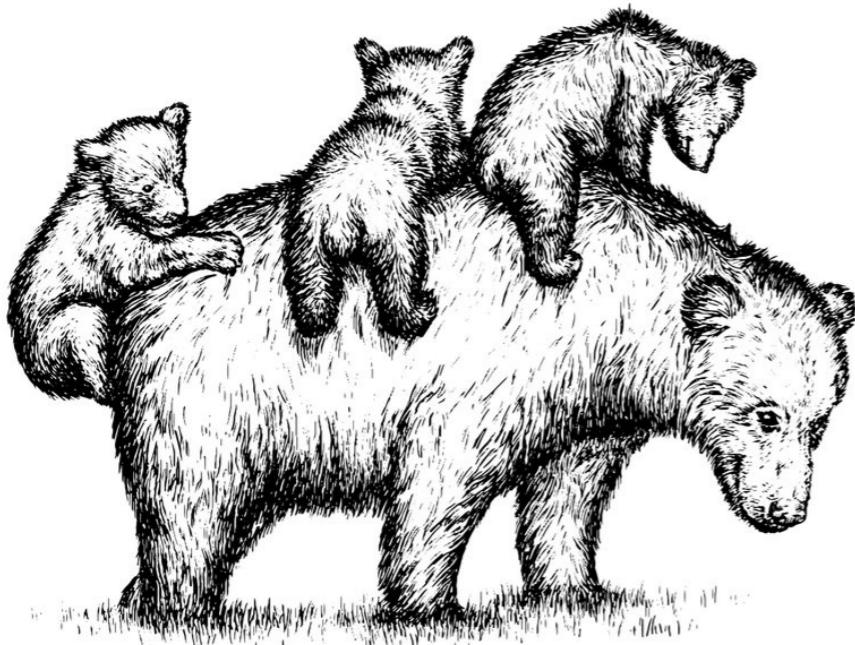
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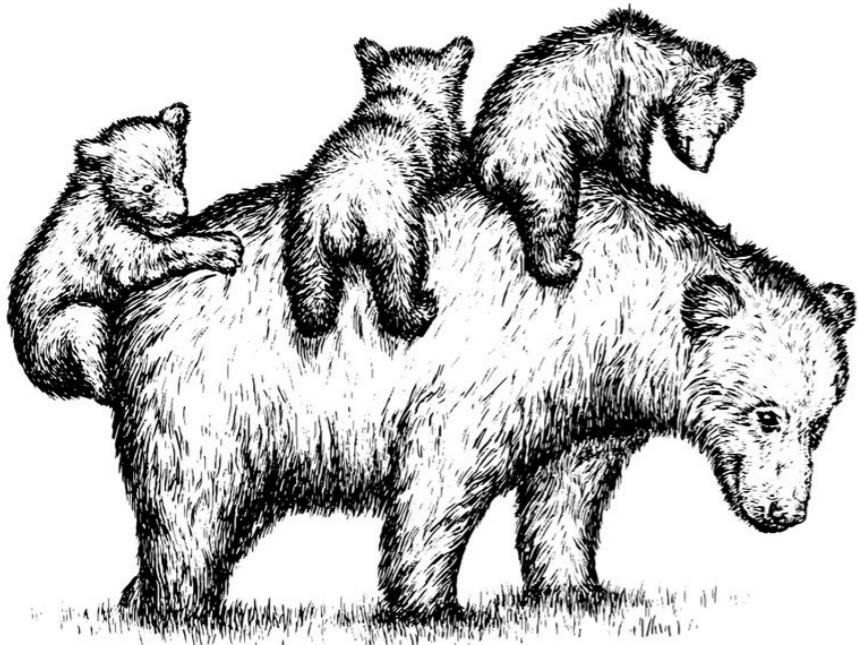
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Solving Imaginary Scaling Issues

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Does it scale?

Does it matter?

Uneven loads

Verified trend-line

Security

Ability of a system to protect itself from intrusion or attack leading to loss of data or services

More commonly considered than safety

Web-based or networked systems are more vulnerable due to the exposure of the system to many users;

Security

Three mechanisms

threats to **confidentiality** of data

threats to the **integrity** of data

threats to the **availability** of the system

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Design and limit how the system exposes data and maintains state

Security Terms

Asset - something of “value” that needs to be protected. Can be software or data;

Exposure - possible loss or harm realized from a security breach;

Vulnerability - a weakness in software than can be exploited to cause loss or harm;

Threat - a circumstance that has the potential to cause loss or harm;

Attack - exploiting a vulnerability in a system;

Control - a protective measure that reduces a vulnerability.

Example

```
String sql_select = "select * from Grades where student_id = "+  
request.getParameter("student_id");  
  
ResultSet rs = conn.createStatement().executeQuery(sql_select);  
  
...  
...
```

***Identify the assets, exposures, vulnerabilities,
and possible attacks, threats, and controls***

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Asset

the grade database and its data

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Exposure data could be obtained or manipulated by an unauthorized user

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Vulnerability user input is passed unchecked to the database,

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Threat the student_id parameter is “002323; select * from Grades” then the second SQL statement could be executed, returning all grades. Any other student ID could be provided

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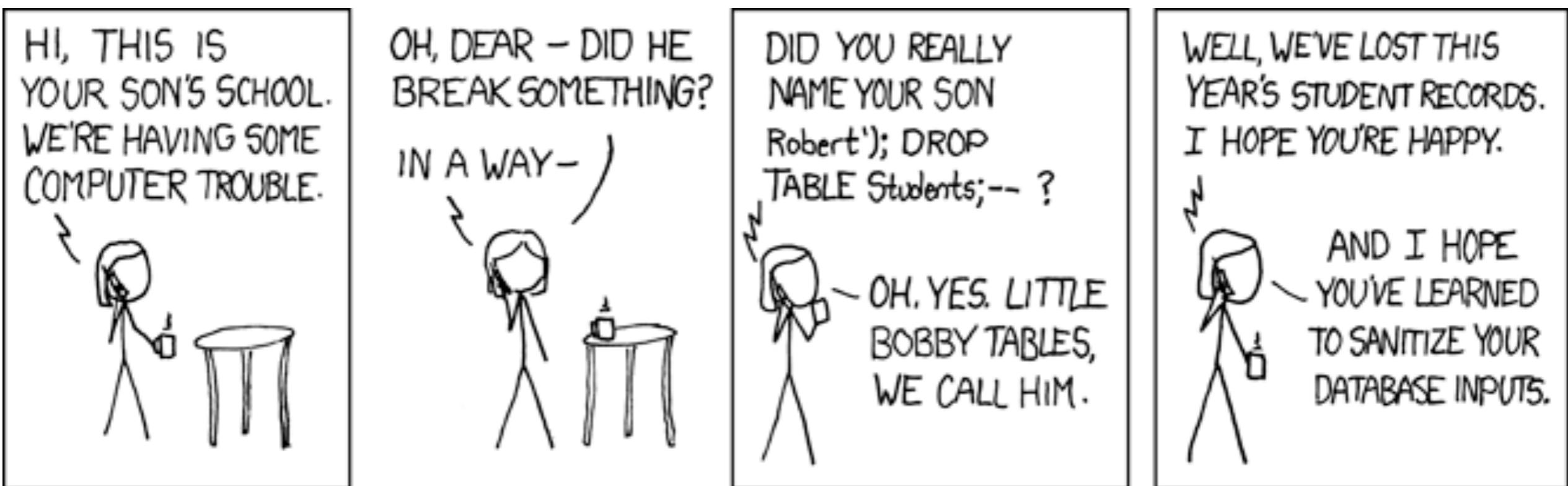
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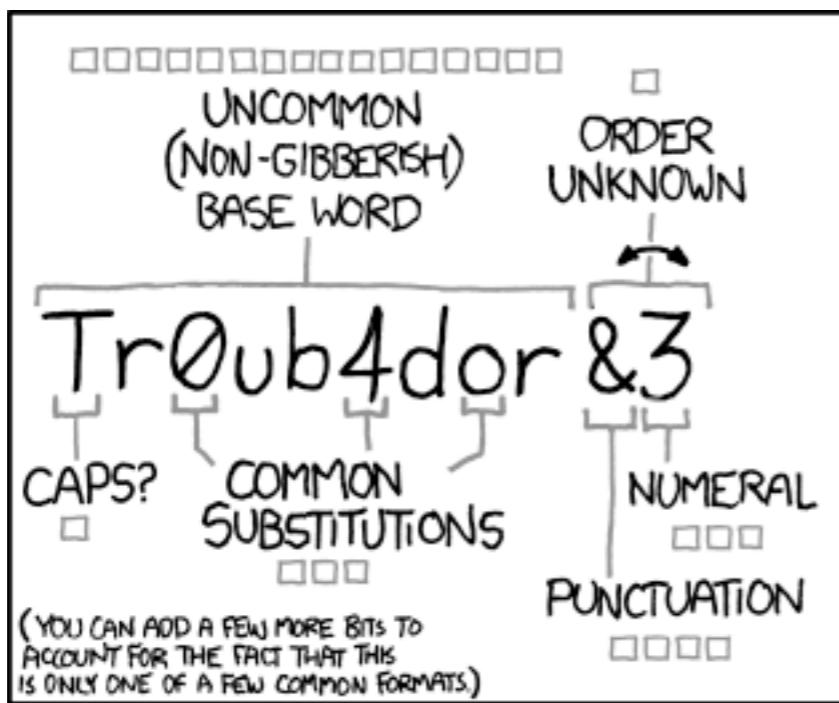
Control check for values before accepting the query or returning results

Sanitize your inputs!



The weakest link ?





~28 BITS OF ENTROPY

$2^{28} = 3 \text{ DAYS AT } 1000 \text{ GUESSES/SEC}$

(PLAUSIBLE ATTACK ON A WEAK REMOTE WEB SERVICE. YES, CRACKING A STOLEN HASH IS FASTER, BUT IT'S NOT WHAT THE AVERAGE USER SHOULD WORRY ABOUT.)

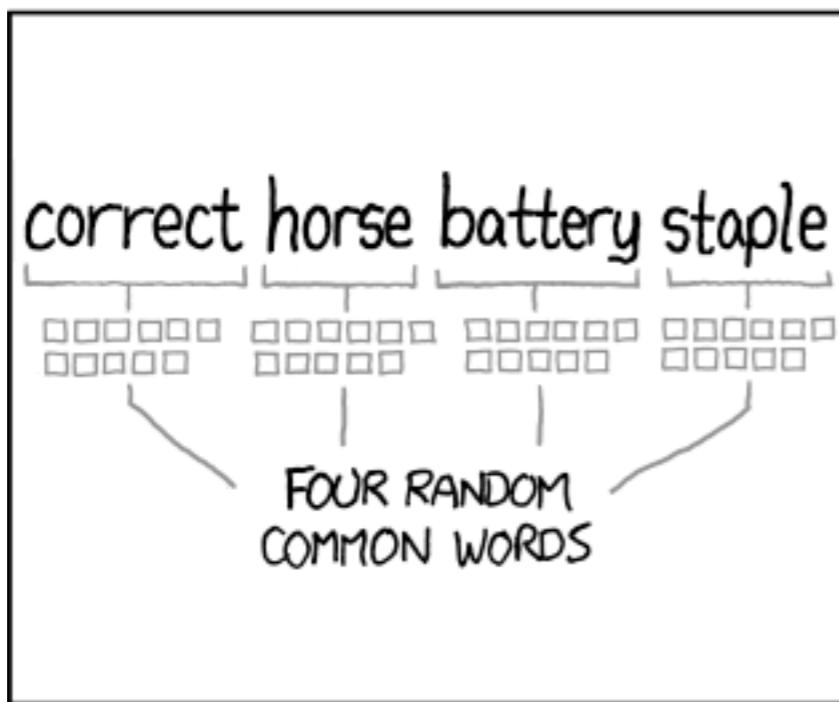
DIFFICULTY TO GUESS: EASY

Detailed description: This panel discusses the password 'Tr0ub4dor & 3'. It calculates the entropy as approximately 28 bits, noting that cracking it with 1000 guesses per second would take about 3 days. It's described as a 'plausible attack on a weak remote web service'. The difficulty to guess is labeled as 'EASY'.

WAS IT TROMBONE? NO, TROUBADOR. AND ONE OF THE 0s WAS A ZERO?
AND THERE WAS SOME SYMBOL...

DIFFICULTY TO REMEMBER: HARD

Detailed description: This panel shows a stick figure thinking about the password. The thought bubble contains the text: 'WAS IT TROMBONE? NO, TROUBADOR. AND ONE OF THE 0s WAS A ZERO?' and 'AND THERE WAS SOME SYMBOL...'. Below the thought bubble, the difficulty to remember is labeled as 'HARD'.



~44 BITS OF ENTROPY

$2^{44} = 550 \text{ YEARS AT } 1000 \text{ GUESSES/SEC}$

DIFFICULTY TO GUESS: HARD

Detailed description: This panel discusses the password 'correct horse battery staple'. It calculates the entropy as approximately 44 bits, noting that cracking it with 1000 guesses per second would take about 550 years. The difficulty to guess is labeled as 'HARD'.

THAT'S A BATTERY STAPLE.
CORRECT!

DIFFICULTY TO REMEMBER: YOU'VE ALREADY MEMORIZED IT

Detailed description: This panel shows a stick figure thinking about the password. The thought bubble contains the text: 'THAT'S A BATTERY STAPLE.' and 'CORRECT!'. Below the thought bubble, the difficulty to remember is labeled as 'YOU'VE ALREADY MEMORIZED IT'.

THROUGH 20 YEARS OF EFFORT, WE'VE SUCCESSFULLY TRAINED EVERYONE TO USE PASSWORDS THAT ARE HARD FOR HUMANS TO REMEMBER, BUT EASY FOR COMPUTERS TO GUESS.

What we covered

Java & OO

OO Design Basics

Design Patterns

Software Architecture

Unit tests

Code smells & Refactorings

What we covered

UI Design & Evaluation

Paper Prototypes

CRC Cards

UML Diagrams

SLDC

Project Management

We used

Java

Continuous Integration

Unit tests

HTML & CSS

Javascript