

# SECURITY WITH REALTEAMS

*secure development with  
non-specialist software developers*

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# SECURITY IN REALTEAMS

# SOME COMMON CONCERNS

Will this cost a lot?

Where do we start?

Who is involved?

What tools do we use?

Can we do this with agile?

Won't this slow everything down?

# SOME OBSERVATIONS

- Some **individuals** will find it **fascinating**, some will **hate** it
- Teams will need **guidance and inspiration**
- Teams need to **own their security process**
  - But a clearly defined **starting point** and **standards** very valuable
- A clear **roadmap** helps to avoid overload

# SOME USEFUL TACTICS

- Form a group of **security champions** - invest in them
  - involve many roles (BA, developer, tester, architect, ...)
- **Communicate importance** of security from the top
  - and from the customer
- Make the **right thing the easy thing**
  - checklists and templates, clear guidance, packaged tools
- Be prepared for the process to **take time**

# USUALLY A GRADUAL PROCESS

**EXPERT APPLICATION SECURITY TEAM**

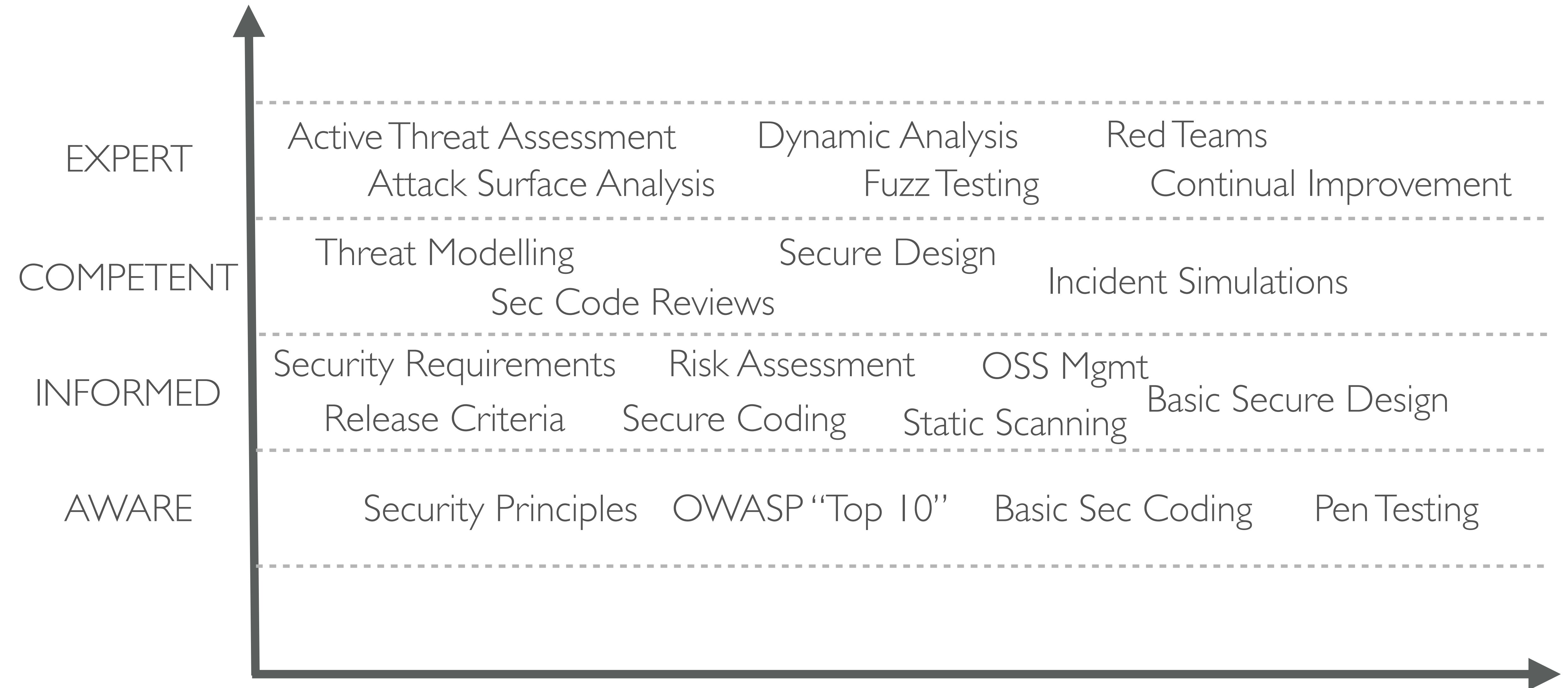
**COMPETENT APPLICATION SECURITY TEAM**

**INFORMED APPLICATION SECURITY TEAM**

**SECURITY AWARE TEAM**

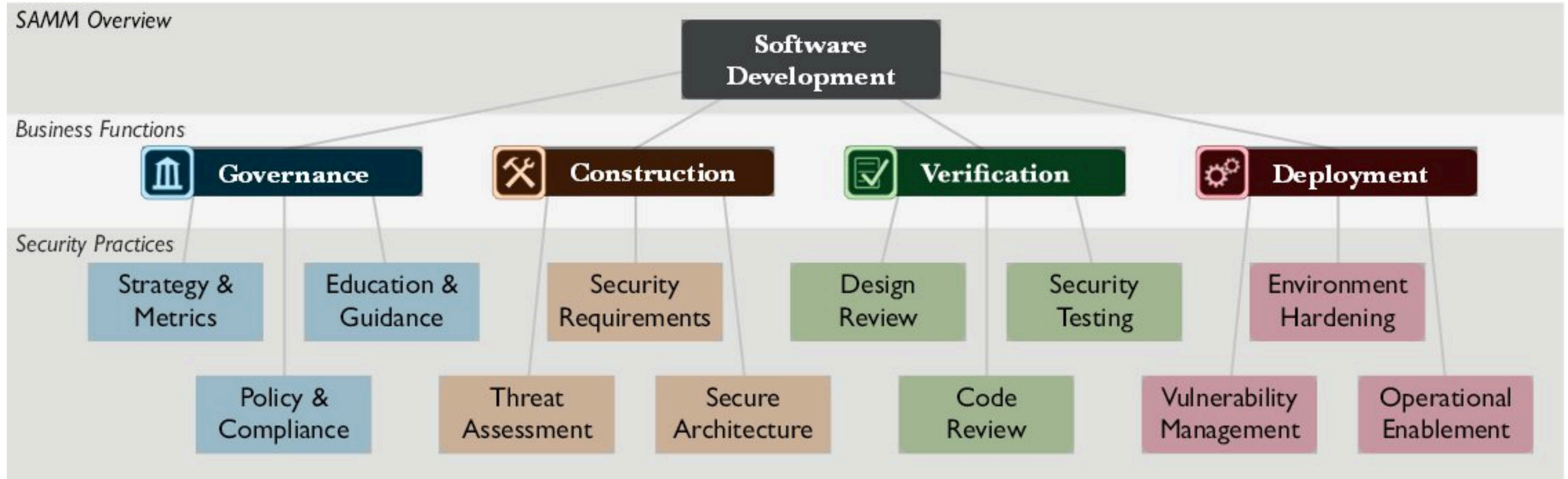
**NO SECURITY PRACTICE**

# EXAMPLE CAPABILITY PLAN





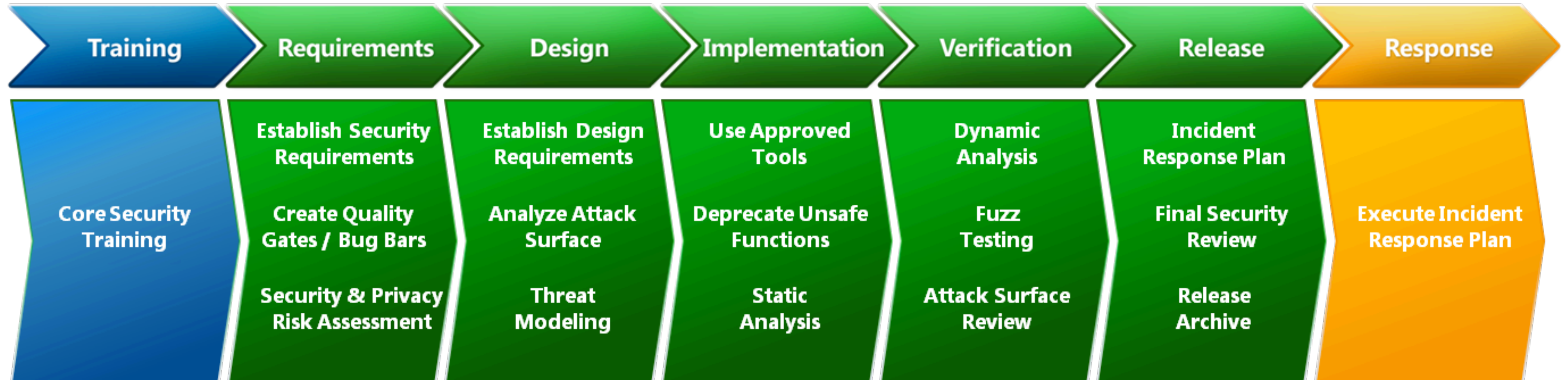
# OWASP SAMM



<http://www.opensamm.org>



# MICROSOFT SDL



<https://www.microsoft.com/en-us/sdl/>

Thank you for your attention

Questions?

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# SUMMARY OF OUR DAY

# SUMMARY - INTRODUCTION

- We've looked how to **improve** system **security**
  - we need to be **risk** and **principle** driven
- Security requires: **People, Process** and **Technology**
  - the weakest of the three is your security level
- Security needs to be **designed** in
  - its very difficult and expensive to add later

# SUMMARY - INTRODUCTION

- Be guided by **risks not** security **technologies**
  - threat risk models (STRIDE and DREAD); attack trees
- Get the **experts** involved for **significant risks**
  - and never invent your own security technology!

# SUMMARY - REMEMBER ...

Never stop asking “**why?**” and “**what if?**”

critically important security questions!

# SUMMARY - WEBAPP SECURITY

- **Much** of the **technology** we use is inherently **insecure**
  - Mitigation needs to be part of application development
- **Attacking** systems is becoming **industrialised**
  - Digital transformation is providing more valuable, insecure targets
- Fundamental **attack vectors** appear **again and again**
  - Injection, interception, page manipulation, validation, configuration, ...



# SUMMARY - OWASP

- **OWASP** - The Open Web Application Security Project
  - Largely volunteers, largely online, improving state of software security
  - Research, tools, guidance, standards
  - Runs local chapters for face to face meetings
- “**OWASP Top 10**” project lists top application security risks
  - Data-driven list of most significant threats to webapps
  - Referenced widely by MITRE, PCI DSS and similar
  - Updated as threats change (2003, 2004, 2007, 2010, 2013, 2017)

# OWASP TOP 10 WEB SECURITY THREATS

1. **Injection** Attacks
2. Broken **Authentication**
3. Sensitive **Data Exposure**
4. XML External Entities (**XXE**)
5. Broken **Access Control**
6. Security **Misconfiguration**
7. Cross Site Scripting (**XSS**)
8. Insecure **Deserialisation**
9. Component **Vulnerabilities**
10. Insufficient **Logging** and **Monitoring**

# SUMMARY - WEBAPP MITIGATIONS

- Don't trust **clients** (browsers)
  - Validation, authorisation, ...
- Identify “**interpreters**”
  - Escape inputs, use bind variables, ...
  - Command lines, web pages, database queries, ...
- **Protect** valuable **information**
  - At rest and in transit
  - Use encryption judiciously
- **Simplicity**
  - Verify configuration and correctness
- **Standardise** and **Automate**
  - Force consistency
  - Avoid configuration errors

# SUMMARY - WEBAPP SECURITY

- Most **real attacks** exploit a **series** of **vulnerabilities**
  - Each vulnerability may not look serious, the combination is
- Most **mitigations not difficult** but need to be **applied consistently**
  - ... and may conflict with other desirable qualities

# SUMMARY - TEN KEY PRINCIPLES

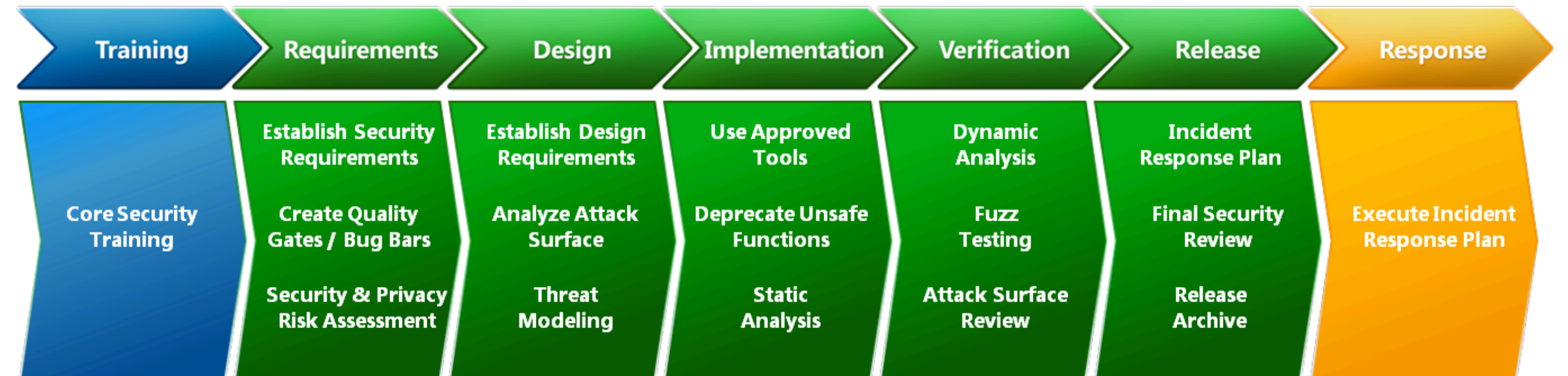
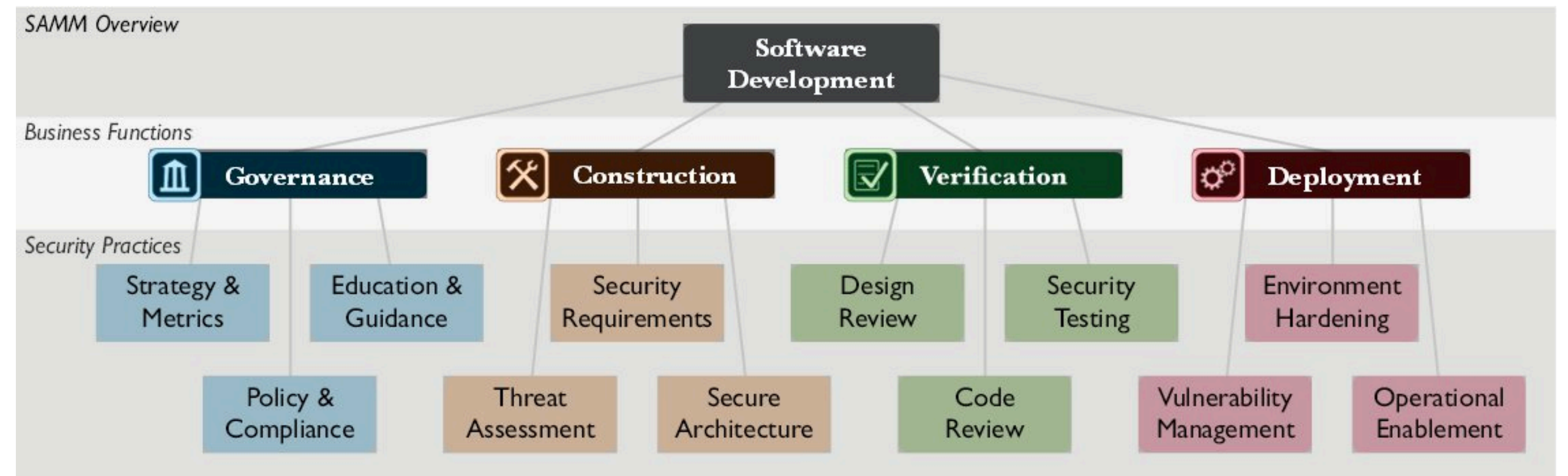
- Assign the **least privilege** possible
- Separate **responsibilities**
- **Trust cautiously**
- **Simplest** solution possible
- **Audit** sensitive events
- **Fail securely** & use secure defaults
- Never rely upon **obscurity**
- Implement **defence in depth**
- **Never invent** security technology
- Find the **weakest link**



# GETTING TEAMS DOING IT



Continuous Process



Towards Secure SDLC

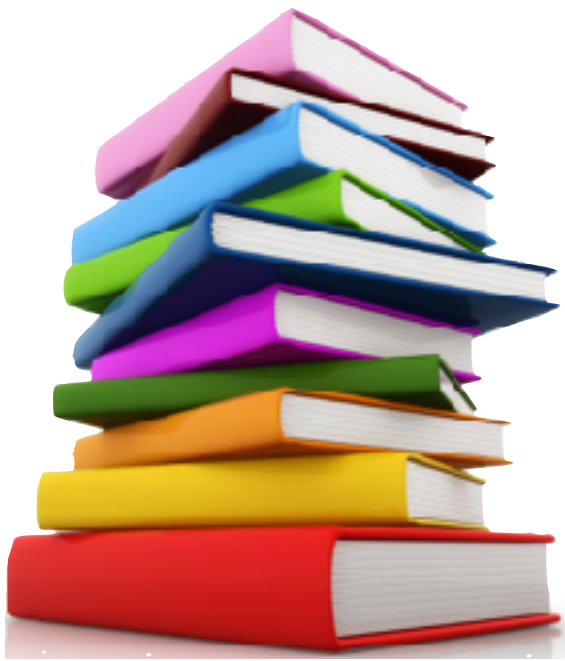
# RESOURCES

- **OWASP** - <http://www.owasp.org>
  - Top 10, cookbooks, guides, sample apps, tutorials, ...
- **Microsoft SDL** - <http://www.microsoft.com/security/sdl>
  - complete security development lifecycle with resources
- **Elevation of Privilege** game- <http://tinyurl.com/eopgame>
  - card game which helps to explain and drive threat modelling
- **Trike** - <http://www.octotrike.org>
  - alternative threat modelling approach
- CAPEC, **CWE** - <http://{capec,cwe}.mitre.org>
  - threat and vulnerability lists



# RESOURCES

- **CPNI** - <http://www.cpni.gov.uk>
  - UK government support for cyber security
- **US Government CERT** - <https://www.us-cert.gov>
- **CMU's CERT** - <http://cert.org>
  - vulnerability monitoring and alerting
- **WASC** - <http://www.webappsec.org>
  - similar organisation to OWASP
- **SANS Institute** - <http://www.sans.org>
  - security research and education

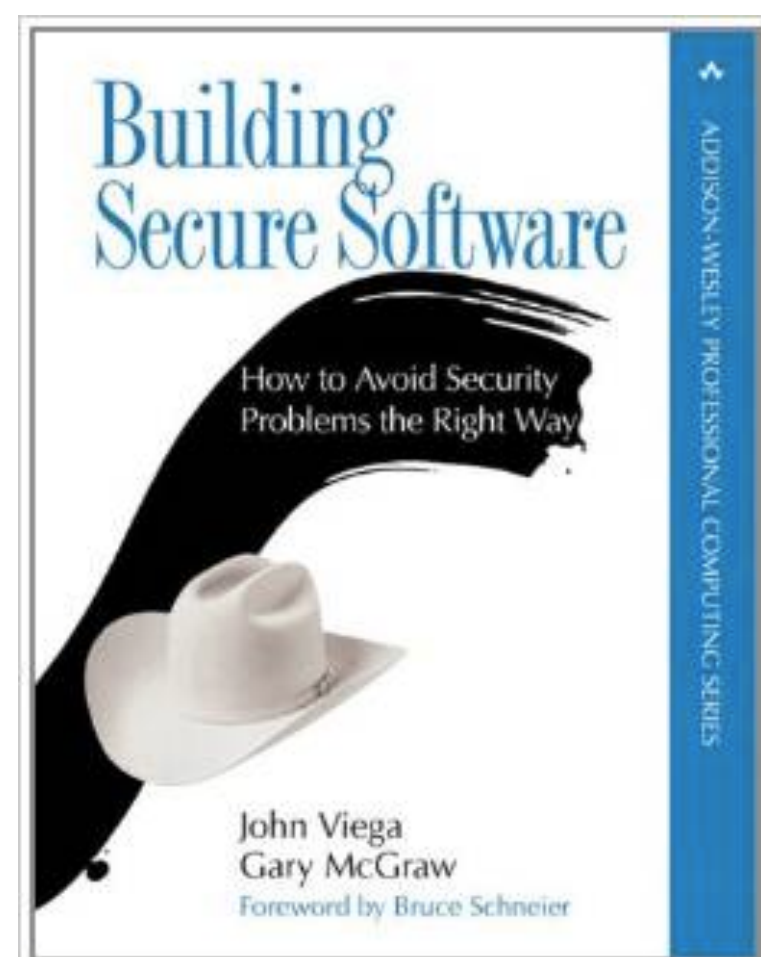
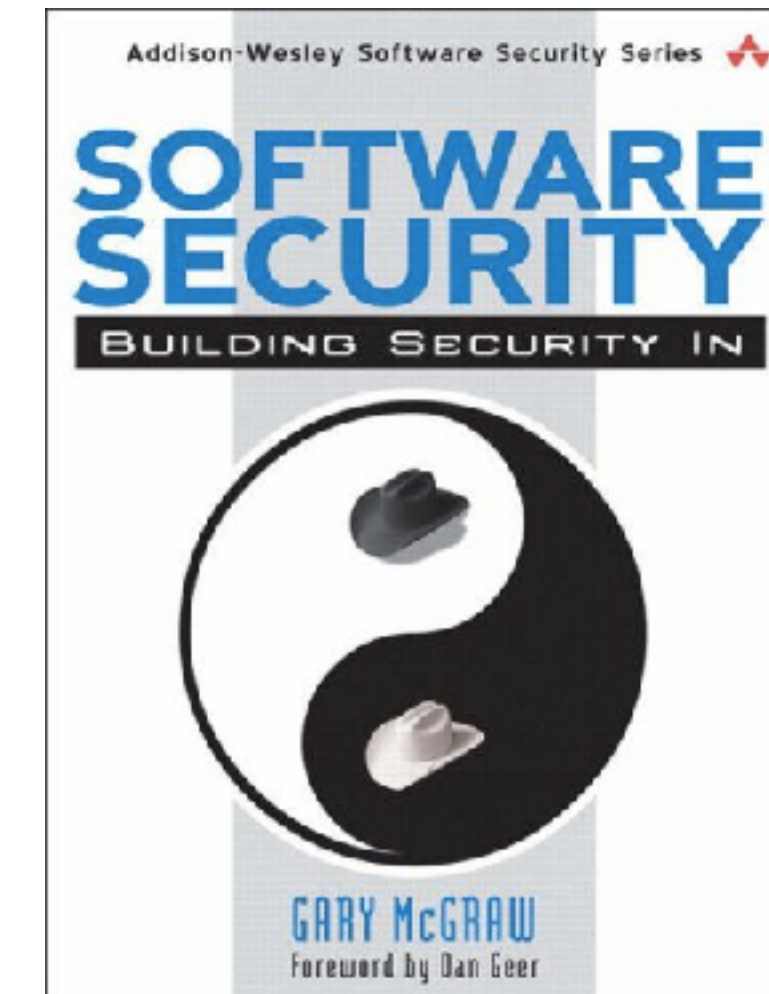
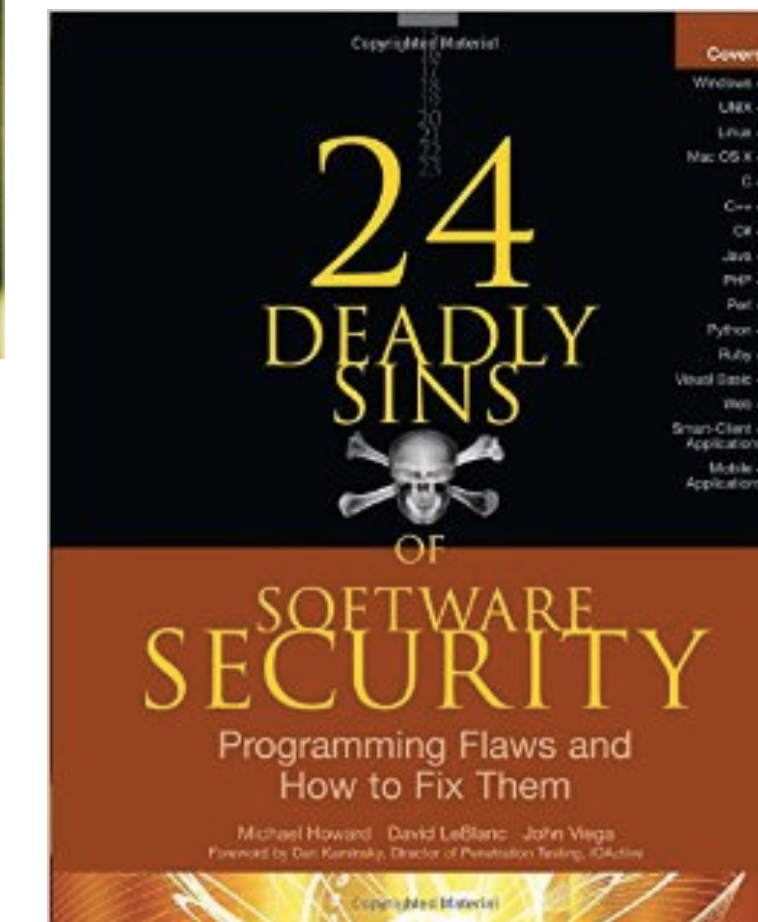
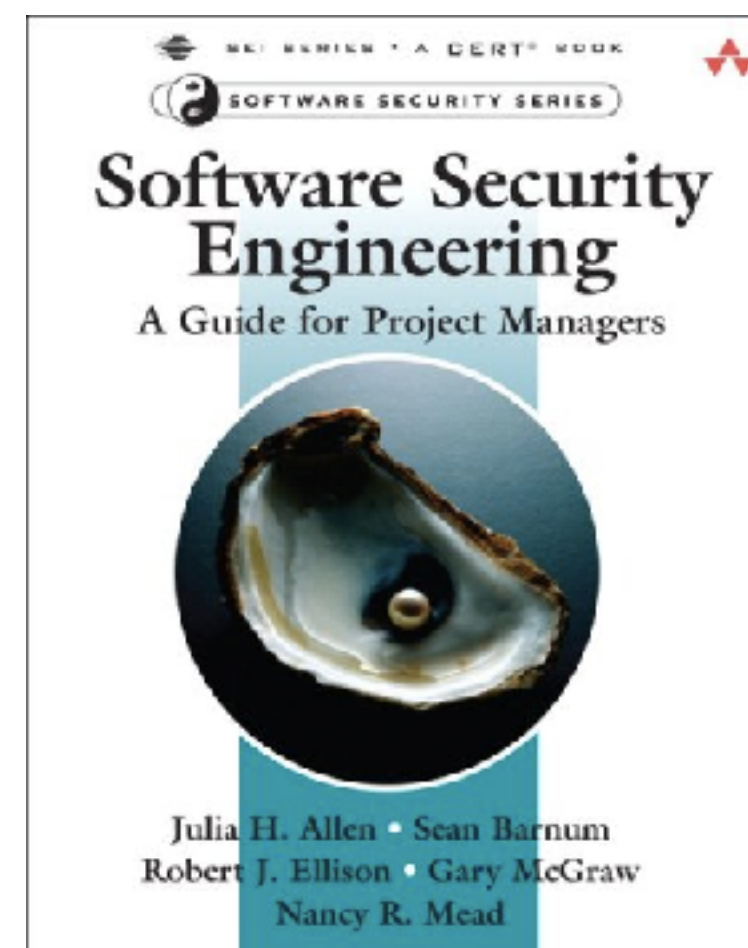
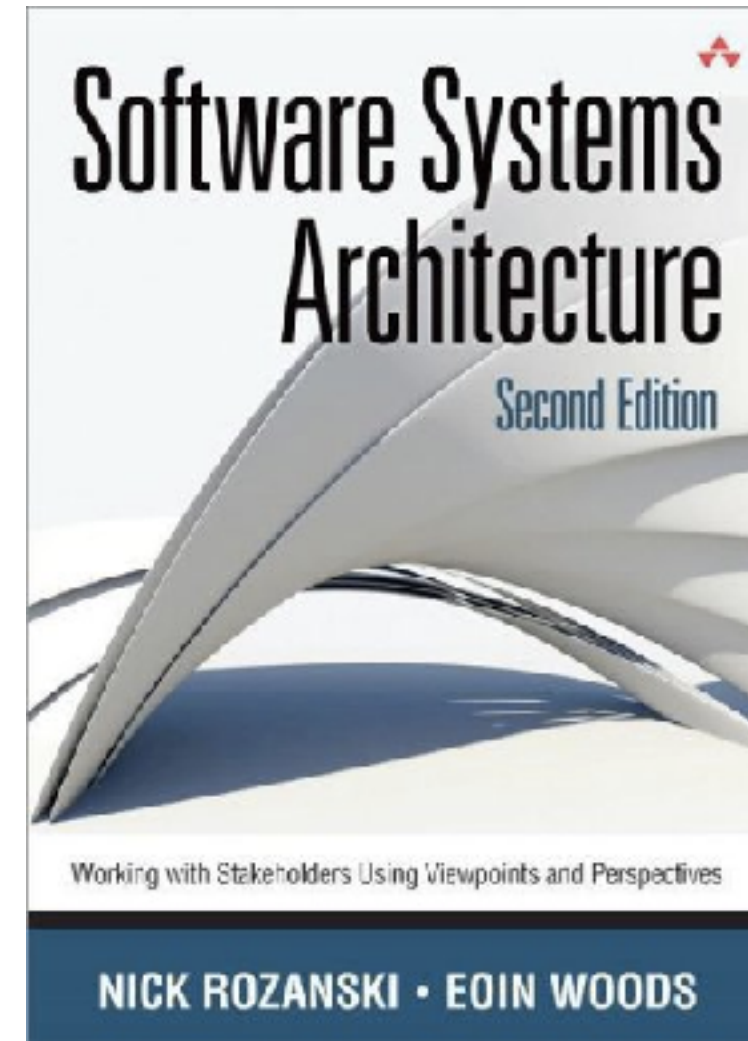
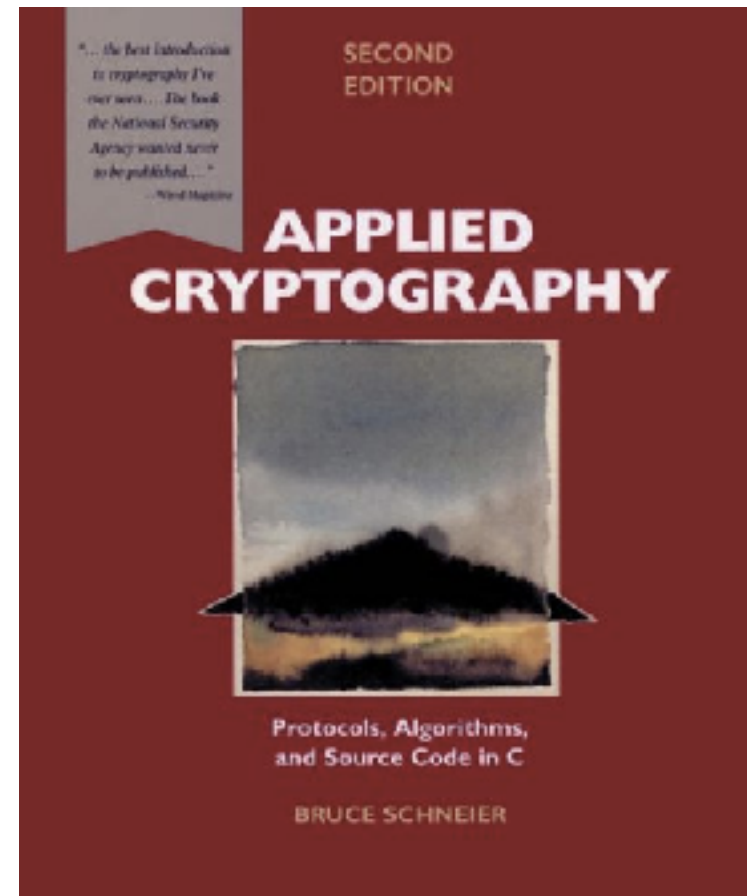
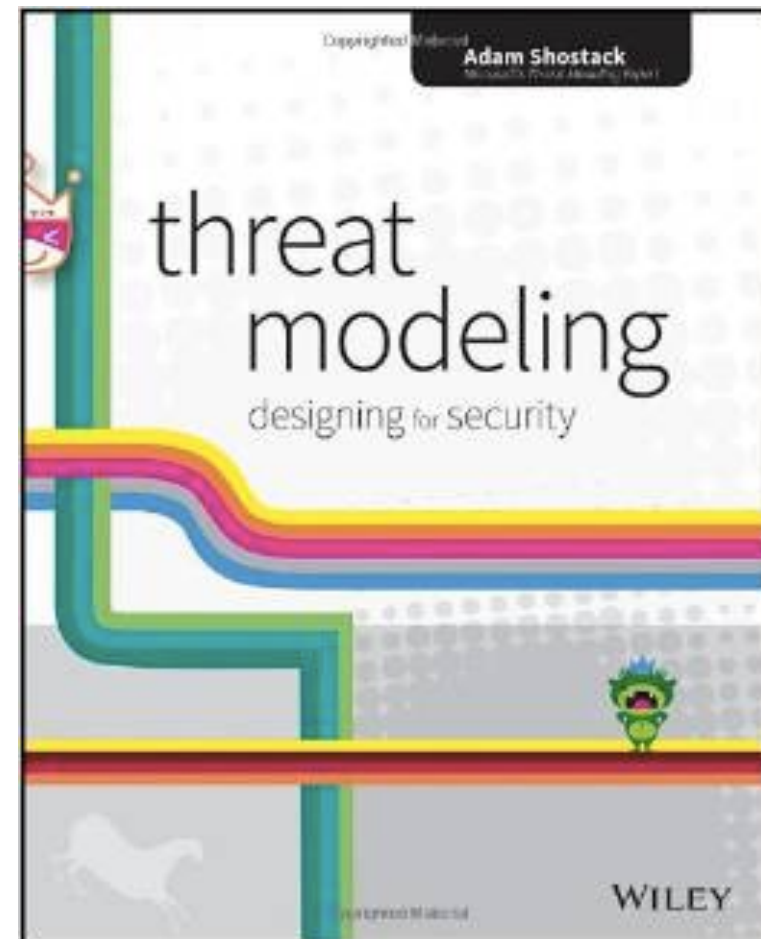


# REFERENCES

- UK Government NCSC Security Principles:  
<https://www.ncsc.gov.uk/guidance/security-design-principles-digital-services-main>
- NIST Engineering Principles for IT Security:  
<http://csrc.nist.gov/publications/nistpubs/800-27A/SP800-27-RevA.pdf>
- Short intro to McGraw's set:  
<http://www.zdnet.com/article/gary-mcgraw-10-steps-to-secure-software/>
- OWASP Principles set:  
<https://www.owasp.org/index.php/Category:Principle>



# BOOKS





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Questions?

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