

Lab 1

1. The IT-security game
 - Defender
 - try to protect system
 - Enforce one or more security property
 - * EX: CIA
 - Attacker
 - try to attack system
 - Try to break each property
2. Security Properties
 - CIA Triad
3. Vulnerability Threat Control paradigm
 - Vulnerability: weakness that could be exploited
 - Threat: set of circumstances that could cause harm
 - Security control: mechanism that protects against harm
4. Example of threats
 - Masquerading: fabrication of info to make it look like it comes from author
5. Example of vulnerability
 - Software bugs
6. Example of control
 - HTTPS
 - Signed certificate to make sure you are connected to the
 - Raid
 - Dis mirroring so that one defective block is mirrored on another for recovery
 - TOR protocol
 - Routing address through various nodes/routers to mask identity
- 7.