

# NWEN304 Interim Presentation

Turtles all the way down

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# Frontend

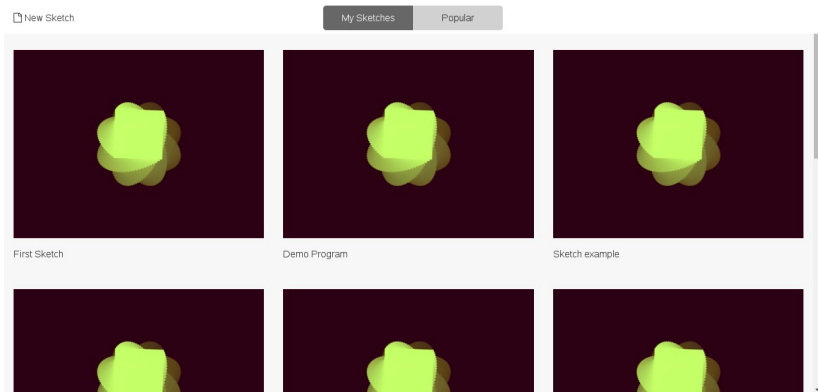


Figure: Sketch Browser

# Frontend

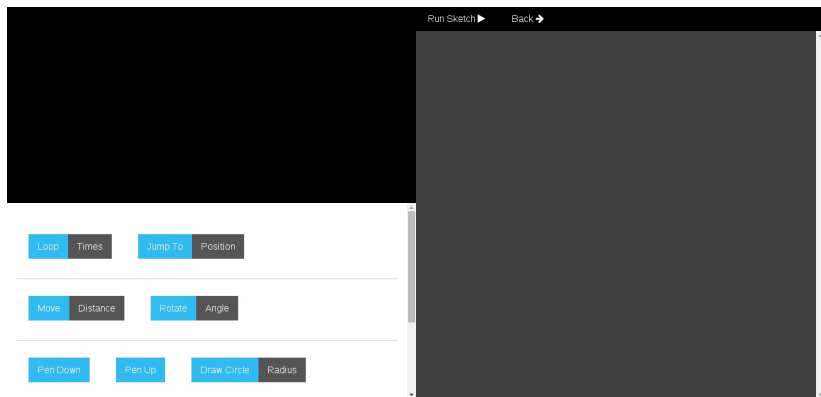


Figure: Sketch Editor

# Frontend

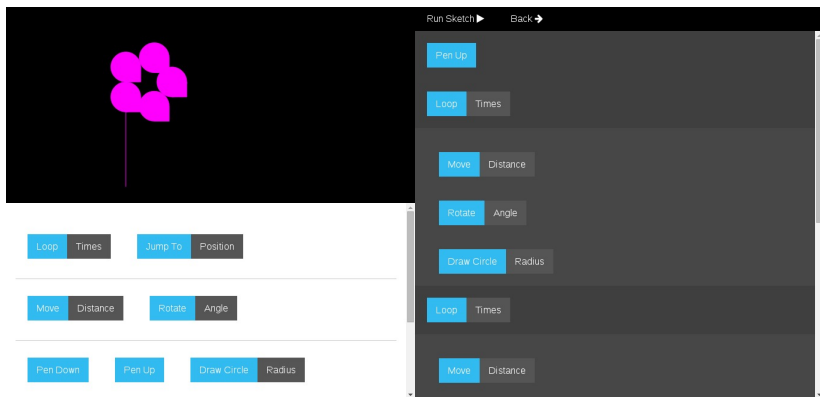


Figure: Sketch Editor with Contents

# System Architecture

- ▶ Hosted on Heroku.
- ▶ Logical tier is NodeJS.
- ▶ Data tier is PostgreSQL.
- ▶ Preview images stored on Amazon S3

# Issues

# Scalability

- ▶ Stateless protocol.
- ▶ Client side computation.
  - ▶ Sketches are rendered client side
  - ▶ Images are encoded on the client side.
- ▶ Caching
  - ▶ User sketches are stored locally, as well as the server side

# Security

- ▶ SQL text Input presented to PostgreSQL is parametrized to sanitize and avoid SQL injection.
- ▶ Escaping on the client side to avoid XSS.

We have identified the need to provide authentication of devices to prevent unauthorized access to user data.



# Potential Vulnerabilities

- ▶ Issues with binary blob for preview images
- ▶ XSS issues with user created sketch names
- ▶ CORF attacks due to the nature of the NodeJS backend

# Reliability

- ▶ Running on Heroku.
- ▶ Testing
- ▶ Strategies for dealing with DOS
  - ▶ Rate limiting?
  - ▶ Data constraints?

# Privacy

- ▶ Where we can, we have avoided coming into contact with private data
- ▶ Only store UUID which links back to device
- ▶ This UUID is masked behind a randomly chosen name and is never shown to any client

# Testing

- ▶ CURL scripts for automated testing of routes
- ▶ Fuzzing to attempt to discover vulnerabilities
- ▶ Stress testing for reliability

# Still to do?

- ▶ Integration between client and server side
- ▶ Potentially sharing of sketches on social media

# Responsibilities