This course is graded by human graders, and has a ZERO TOLERANCE plagiarism * and collaboration policy. If *any* of your answers are copied and pasted from, or obviously based on (a) an online source, including non-course-sanctioned generative AI tools or (b) another student's work in the course, in *any* of the course's five assignments or the final project, you will be reported to edX and removed from the course immediately. There is no opportunity for appeal. There are no warnings or second chances.

It is far better, we assure you, to leave an answer blank rather than risk it. This may be an online course, but it is offered by Harvard, and we're going to hold you to that standard. **The full essence of all work you submit to this course should be your own.**



I understand this policy and agree to its terms; I hereby a rm that I will not plagiarize any answers in this course.



1. There may be repeated patterns, for example, if our password is 123, next month we will change it to 1234 this is so easy to guess what's the password is in the next months . 2. And next we will have password overloads, their management is difficult and all passwords must be saved in somewhere and maintaining them, this is unnecessary!!!!

If I have a six-character password consisting of uppercase (English) letters 1/1 and (decimal) digits **only**, how many seconds might it take an adversary to crack, assuming they make one attempt per second?

2176782336

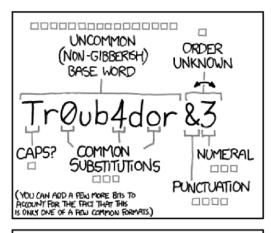


✓ Humor us for a moment, and play <u>The Password Game</u>, trying to get through at least Rule 12.

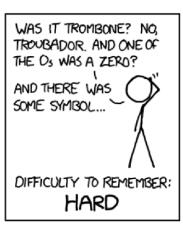
While obviously the game itself is in many ways meant to be humorous, it also critiques the experience many of us have setting up new passwords. Explain how there's a trade-off between usability and security in the context of passwords.

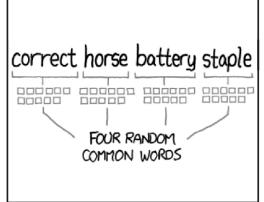
If we do this, we will realize that we have so many details and numbers, characters and symbols that are very complex and long, which really cannot memorize so we must be saved and stored somewhere like paper or in the computer. Which can actually be safe forever .but In this situation,we can see there is the issue of security and usability, no matter how hard we try.

Consider the below comic for the next two questions.



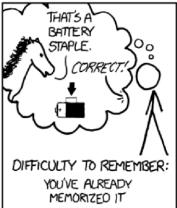








~ 44 BITS OF ENTROPY



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.

Consider the top row of the comic above. Why are passwords like those easy (for a computer) to guess but hard (for a human) to remember?

Some passwords are difficult for computer to read and understand like some words, and conversely, passwords full of long numbers, characters, and symbols are difficult for human to remember.

✓ Now consider the bottom row of the comic above. Why are passwords like 1/1 those hard (for a computer) to guess but easy (for a human) to remember?

Long meaningful sentences are too hard for camputer to boot-force, however too hard for human to remember all the long numbers, letters(uppercase too) and symbols.

✓ What is a "credential stuffing" attack?

1/1

0/1

It is an attack that does not require such a system attack, and with the help of pre-hacked data on other websites, accounts, and other platforms, it gains access to the website and others.

✓ Provide a <u>specific</u> example of something that would be considered **a type** 1/1 of knowledge factor for authentication purposes.

Do NOT provide any of your own knowledge factors (or anything resembling them) themselves as an answer to this question. We are looking for you to answer the question in the general sense (a "type of").

If you provide an answer that is, or appears to be, an actual specific knowledge factor, the answer WILL be marked incorrect, without exception, and you should consider that knowledge factor to have been compromised.

Password, email address, first pets name

X

✓ Provide a <u>specific</u> example of something that would be considered a type 1/1 of inherence factor for authentication purposes.							
Eyeball ,Face red	cognition					×	
✓ Why are ph	nishing atta	acks so dif	ficult to pr	event?		1/1	
Because it's diffice favorites or the pathe fact, our interest.	age of paym	ent portal i		-		SMS related to our at portal site , in	
X Suppose the of passwo					any shoul	d require use 0/1	
Explain in a	•	•	y you mig	ht want ev	eryone in t	he company	
Because of the up things: we can do manager, and the	is to equip	the system	of all empl	-	-		
Feedback							
How did you fin	d the diffic	ulty of this	assignme	ent? *			
	1	2	3	4	5		