Check (mate) vulnerabilities!

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Some reflections about OWASP TOP 10 and chess game



Who am I?

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 - Security Engineer at Thales Alenia Space
 - More than 15 years working in software security (and quality)
 - Application Security: DevSecOps | SAST | SCA
 - Blog: securingsoftware.blog
 - Chess player in my childhood

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Agenda

- Threats in application security
- Owasp top 10
- Playing vulnerable chess game
 - SQL Injection
 - Path Traversal
 - Cross site scripting
 - HTTP Response Splitting
- Deep code to win the match

Threats

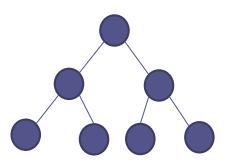
"The threat is stronger than the execution" Aaron Nimzowitch (Latvia 1886, chess grandmaster).

We need to keep the tension and do our best all the time to avoid vulnerable points in our system.

Every move should be done to avoid risky points.

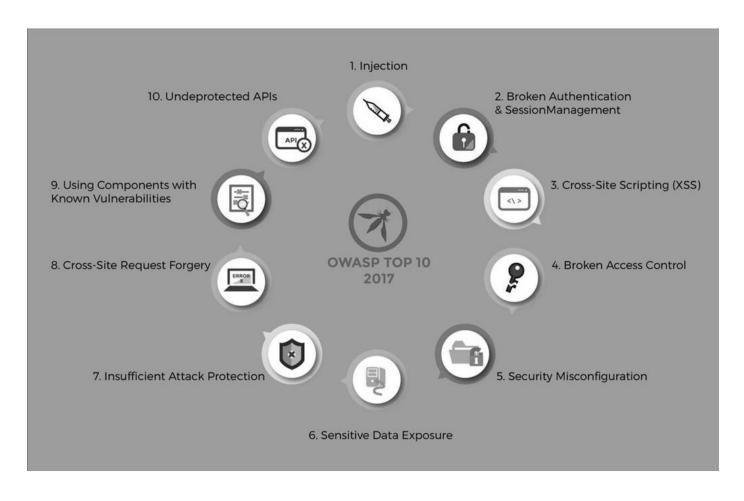


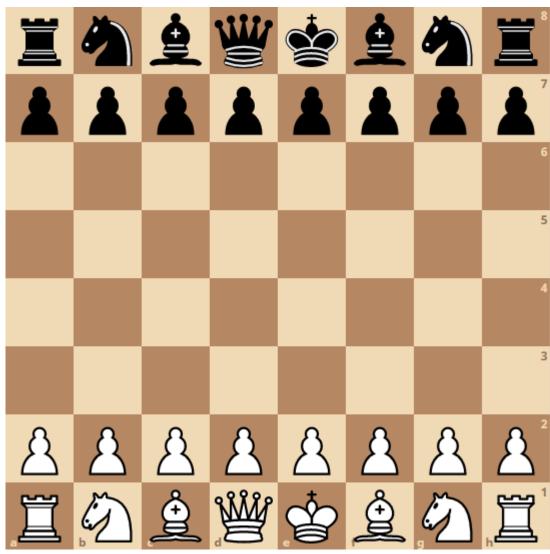
Threats



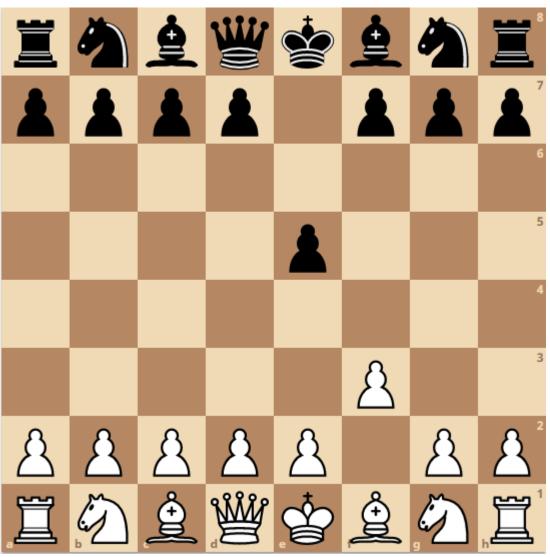
- Can we guess/predict threats for our app?
- As in a chess game we need to predict the next move of the other player (hacker?).
- In software, it happens the same, we need to predict what are the possible threats that can affect our systems.
- Threat modeling is like brainstorming of possible moves a hacker can do against our system.
- There are different methodologies to follow: STRIDE, CAPEC, Attack Tree, OWASP TOP 10 ...

Owasp top 10

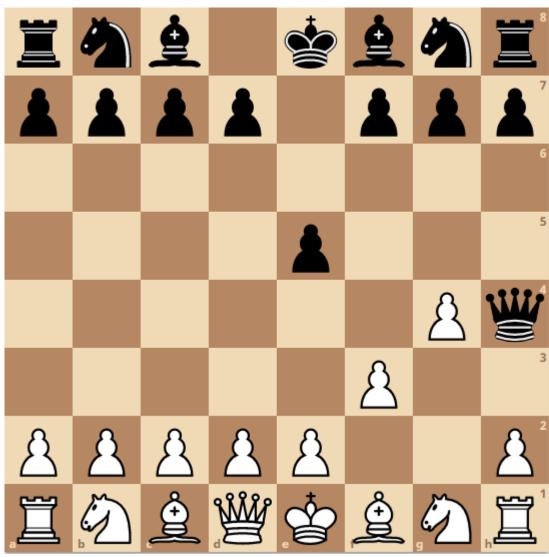


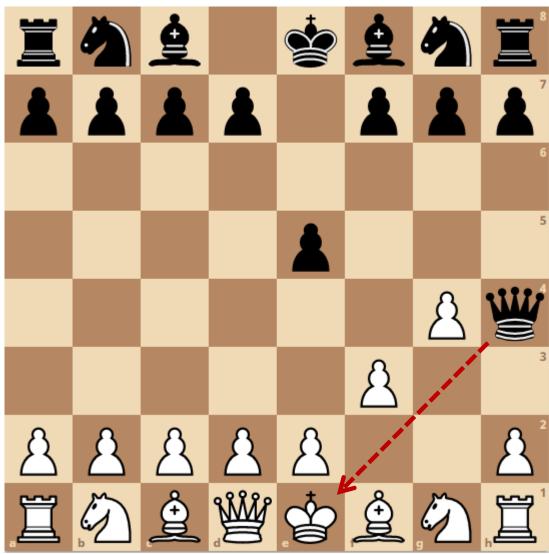




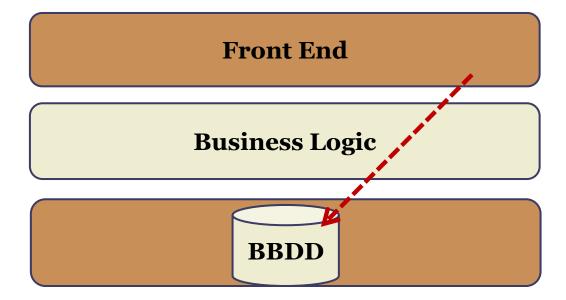


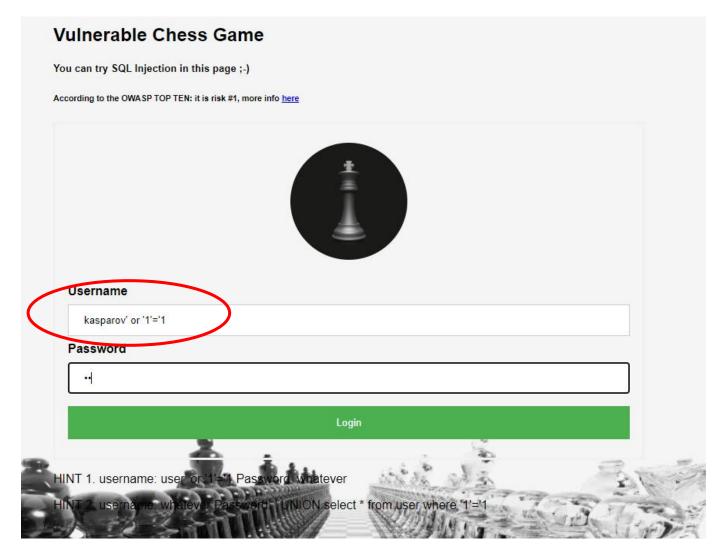


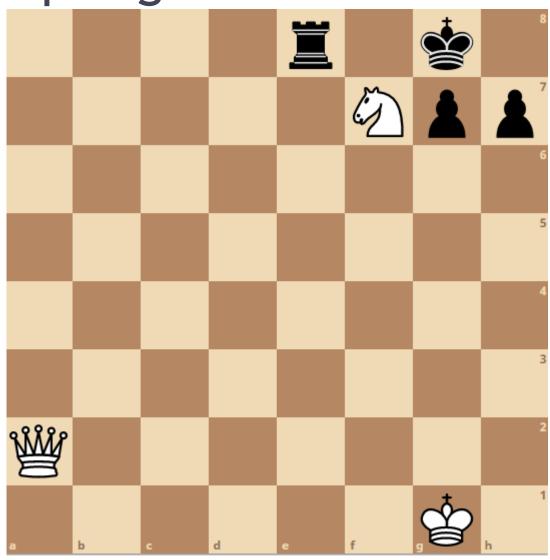


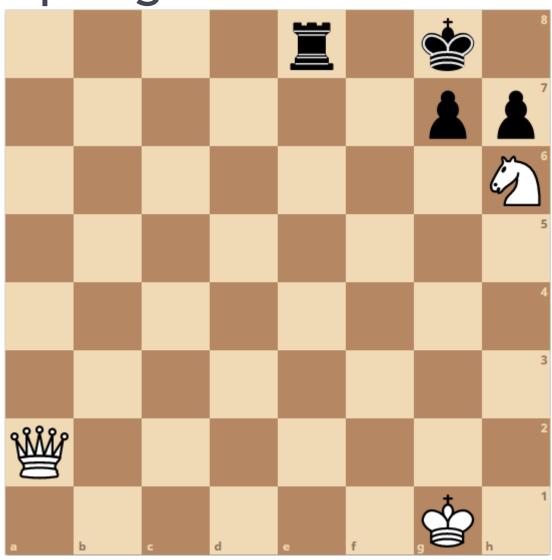


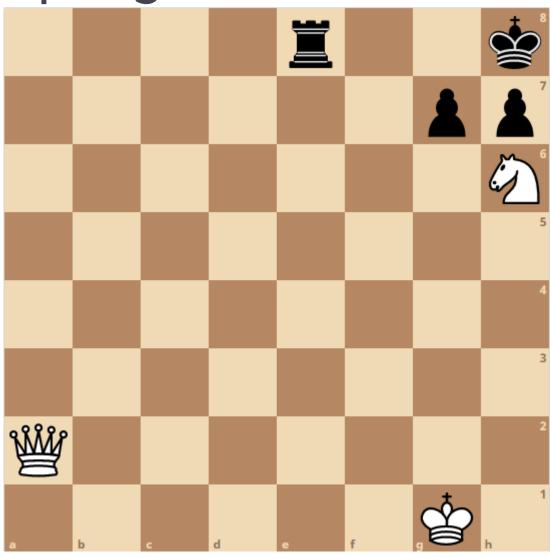
If we don't control all the access paths from our enemy lines to our systems. Then it can be the way to allow threats and then damage in our kingdom.

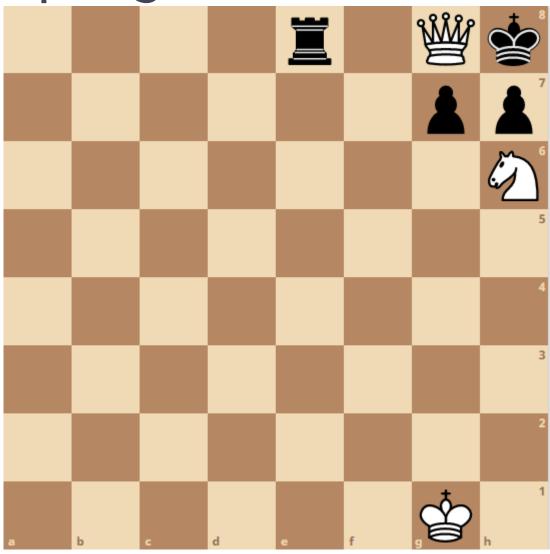


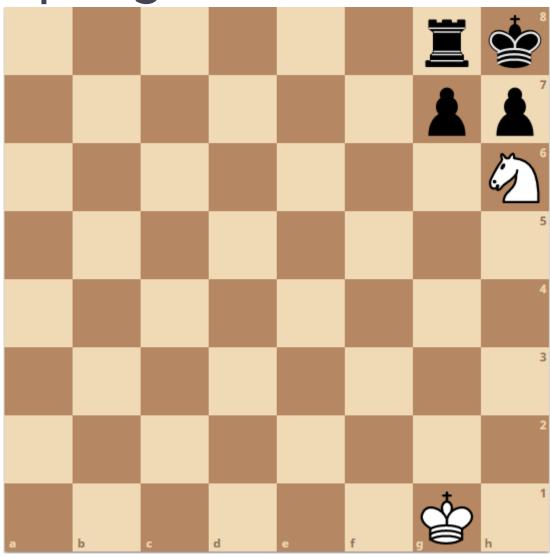


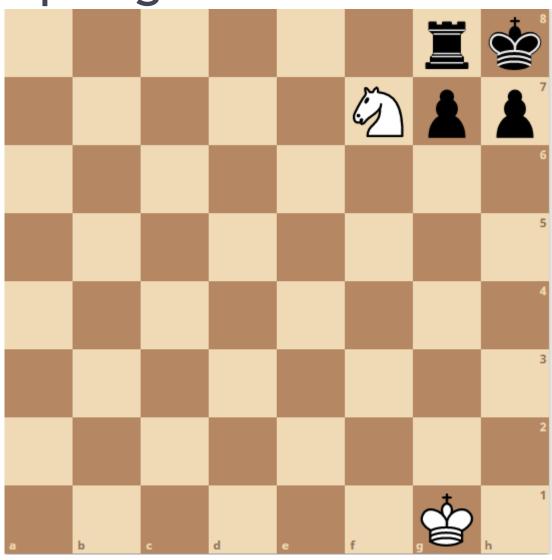


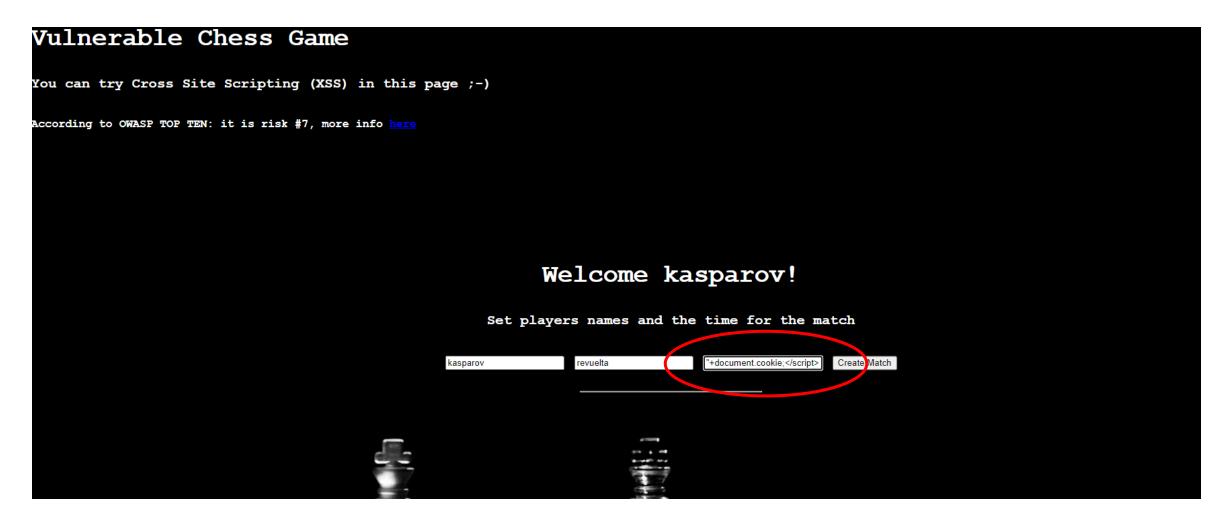




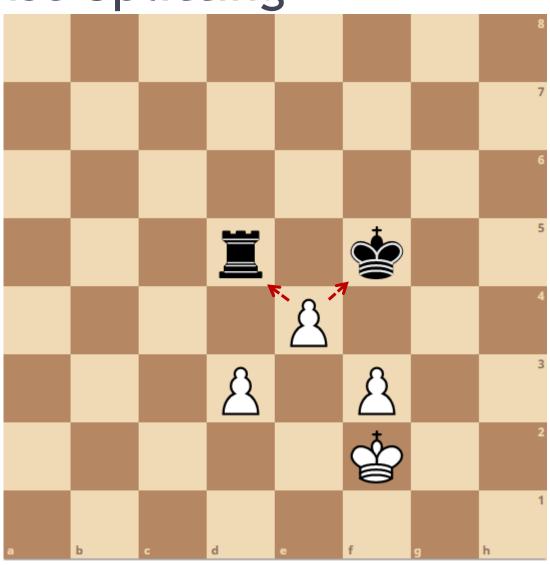






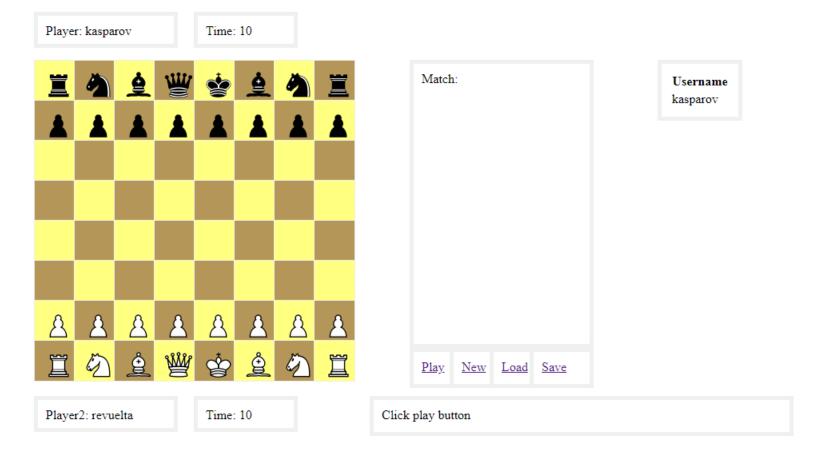


HTTP Response Splitting

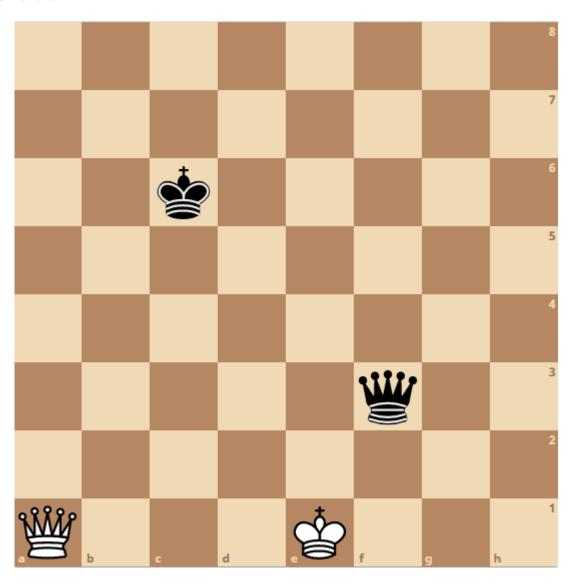


HTTP Response Splitting

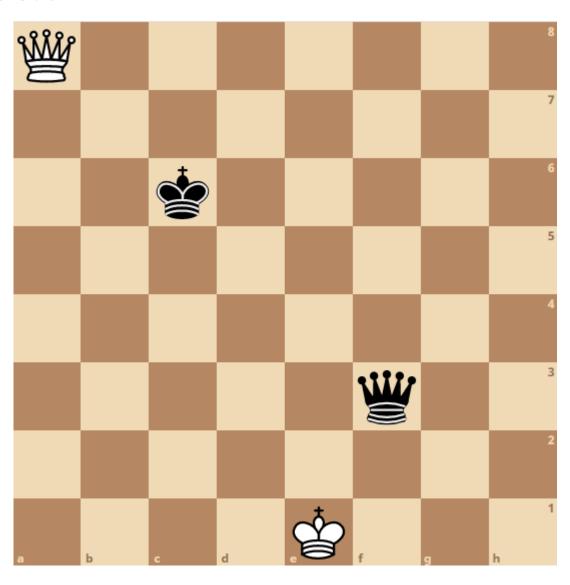
Vulnerable Chess Game



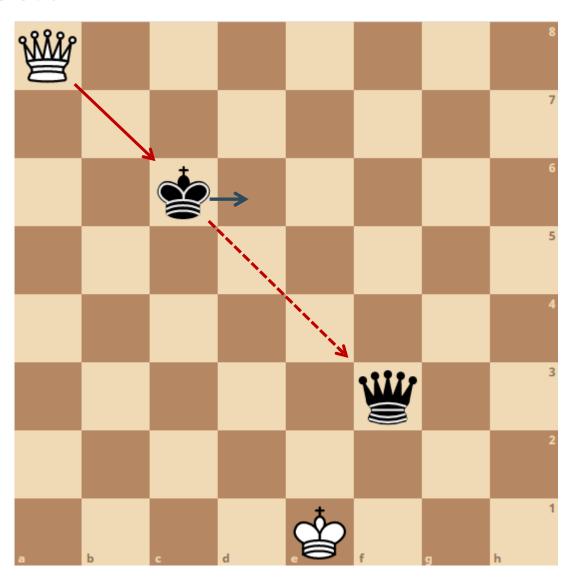
Path Traversal



Path Traversal



Path Traversal



Path Traversal (Demo)

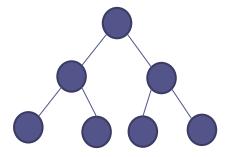
Vulnerable Chess Game

You can try Path Traversal in this page ;-)

According to OWASP TOP TEN: it is a serious risk, more info here



- **Deep blue** was the first machine to win a world chess champion as Kasparov (Nueva York 1997)
- We need <u>intelligence</u>
 <u>machine</u> to win the match against vulnerabilities.





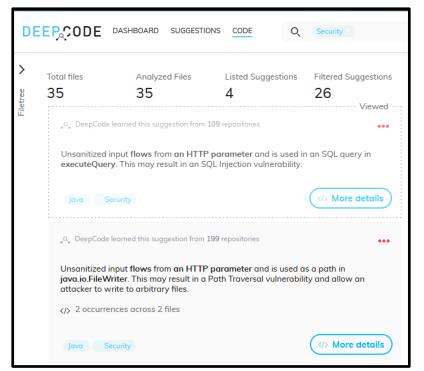
C:\projects\source\Chess>deepcode analyze --path . --result-text --with-linters --log-file=~/.deepcode.log_



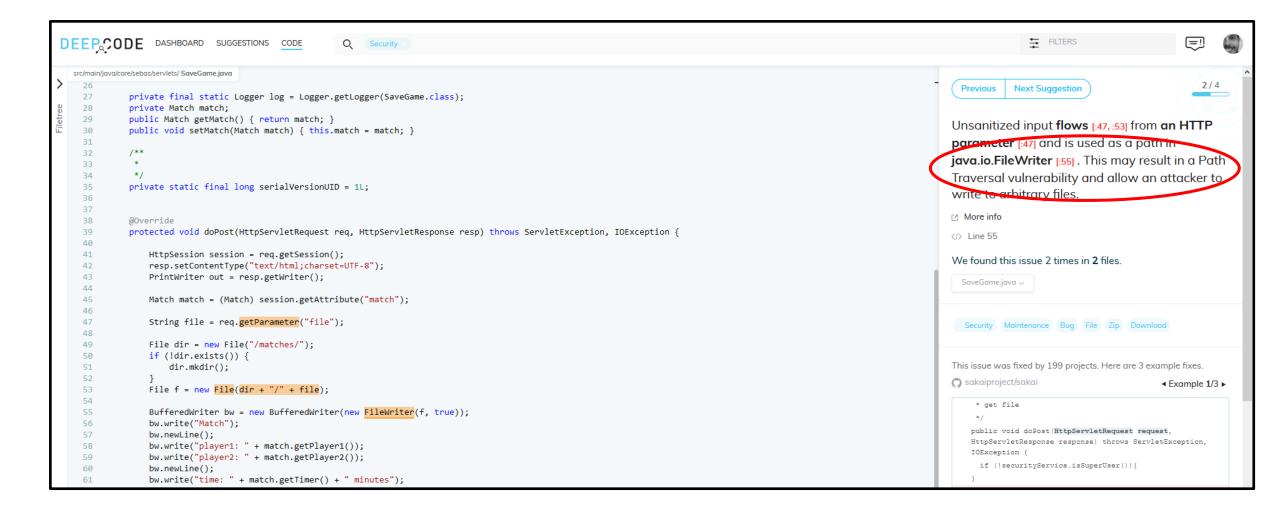
[Online analysis results]:

https://www.deepcode.ai/app/gh/sebastianrevuelta/DEEPCODE_PRIVATE_BUNDLE/1a71de5f48897a3b57aa8cfa8a67321a74910ebbe0517bc00c3d1fca27982666/_/%2F/code/?









Thanks ++

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