**Green Pace Developer: Security Policy Guide Template**



# Green Pace Secure Development Policy

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## Overview

Software development at Green Pace requires consistent implementation of secure principles to all developed applications. Consistent approaches and methodologies must be maintained through all policies that are uniformly defined, implemented, governed, and maintained over time.

## Purpose

This policy defines the core security principles; C/C++ coding standards; authorization, authentication, and auditing standards; and data encryption standards. This article explains the differences between policy, standards, principles, and practices (guidelines and procedure): [Understanding the Hierarchy of Principles, Policies, Standards, Procedures, and Guidelines](https://www.linkedin.com/pulse/understanding-hierarchy-principles-policies-standards-wally-beddoe/).

## Scope

This document applies to all staff that create, deploy, or support custom software at Green Pace.

## Module Three Milestone

### Ten Core Security Principles

| **Principles** | Write a short paragraph explaining each of the 10 principles of security. |
| --- | --- |
| 1. ValidateInput Data | All input should be checked for correctness, length, format, and range before use. Validating input prevents injection attacks, buffer overflows, and logic errors that can compromise system security. |
| 1. Heed Compiler Warnings | Compiler warnings highlight risky or undefined behavior in code. Treating these warnings seriously helps eliminate vulnerabilities early in development before they become exploitable flaws. |
| 1. Architect and Design for Security Policies | Security should be integrated at the design stage, not added later. Planning around authentication, authorization, and error handling ensures applications are resilient against attacks from the start. |
| 1. Keep It Simple | Overly complex code is harder to review and more likely to contain hidden bugs. Writing simple, clear code reduces opportunities for mistakes and makes secure practices easier to maintain. |
| 1. Default Deny | Systems should deny access by default and only allow explicitly authorized actions. This prevents attackers from exploiting unintended permissions or oversights in access control. |
| 1. Adhere to the Principle of Least Privilege | Applications and users should only have the minimum access necessary to complete their tasks. This limits the damage if a system is compromised. |
| 1. Sanitize Data Sent to Other Systems | Before sending data across systems, ensure it is cleaned and validated. This prevents vulnerabilities such as SQL injection, cross-site scripting, and data corruption in dependent systems. |
| 1. Practice Defense in Depth | Multiple layers of security such as validation, authentication, and encryption help protect systems even if one control fails. Layered defenses make exploitation significantly harder. |
| 1. Use Effective Quality Assurance Techniques | Testing, peer reviews, and automated tools catch vulnerabilities and weaknesses before deployment. Strong QA processes are critical to secure, reliable software. |
| 1. Adopt a Secure Coding Standard | Following established secure coding guidelines helps developers avoid common mistakes and maintain consistency. Standards provide a reference point for building reliable, safe applications. |

### C/C++ Ten Coding Standards

Complete the coding standards portion of the template according to the Module Three milestone requirements. In Project One, follow the instructions to add a layer of security to the existing coding standards. Please start each standard on a new page, as they may take up more than one page. The first seven coding standards are labeled by category. The last three are blank so you may choose three additional standards. Be sure to label them by category and give them a sequential number for that category. Add compliant and noncompliant sections as needed to each coding standard.

#### Coding Standard 1

| **Coding Standard** | **Label** | **Correct Use of Integer Types** |
| --- | --- | --- |
| **Data Type** | STD-001-CPP | To prevent vulnerabilities related to integer overflows and underflows, which can lead to buffer overflows or other memory corruption issues, it's critical to use the correct integer type for a given range of values. This ensures that calculations and data storage do not exceed the capacity of the assigned variable, thereby maintaining data integrity and program control flow. |

| **Noncompliant Code** |
| --- |
| Integer overflow can occur when the result of a calculation exceeds the maximum value that the variable type can hold, leading to a wrap-around to the minimum value. |
| cpp<br>#include <iostream><br>#include <limits><br><br>int main() {<br> int a = 2147483647; // Maximum value for a 32-bit signed int<br> int b = 1;<br> int result = a + b; // This will cause an integer overflow<br> std::cout << "Result: " << result << std::endl;<br> return 0;<br>} |

| **Compliant Code** |
| --- |
| Before the operation, check if the sum will exceed the maximum value to prevent overflow. |
| cpp<br>#include <iostream><br>#include <limits><br><br>int main() {<br> int a = 2147483647;<br> int b = 1;<br> if (b > 0 && a > std::numeric\_limits<int>::max() - b) {<br> // Handle error: overflow will occur<br> std::cerr << "Error: Integer overflow will occur." << std::endl;<br> } else {<br> int result = a + b;<br> std::cout << "Result: " << result << std::endl;<br> }<br> return 0;<br>} |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

| **Principles(s):** [Name the principle and explain how it maps to this standard.] |
| --- |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
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#### Coding Standard 2

| **Coding Standard** | **Label** | **Validate All Input Data** |
| --- | --- | --- |
| **Data Value** | STD-002-CPP | Unsanitized and unvalidated data from external sources, such as user input or a network connection, can be malicious. Failing to validate this data before use can lead to a variety of security vulnerabilities, including buffer overflows, logic errors, and denial-of-service attacks. This standard ensures all external data is checked against expected formats, ranges, and types. |

| **Noncompliant Code** |
| --- |
| The program directly uses user input for array indexing without any validation, which could allow a malicious user to cause an out-of-bounds access. |
| cpp<br>#include <iostream><br>#include <vector><br><br>int main() {<br> std::vector<int> data = {1, 2, 3, 4, 5};<br> int index;<br> std::cout << "Enter an index: ";<br> std::cin >> index;<br> std::cout << "Value at index " << index << ": " << data[index] << std::endl;<br> return 0;<br>} |

| **Compliant Code** |
| --- |
| The program validates the user-provided index to ensure it is within the valid range of the vector, preventing an out-of-bounds access. |
| cpp<br>#include <iostream><br>#include <vector><br><br>int main() {<br> std::vector<int> data = {1, 2, 3, 4, 5};<br> int index;<br> std::cout << "Enter an index: ";<br> std::cin >> index;<br> if (index >= 0 && index < data.size()) {<br> std::cout << "Value at index " << index << ": " << data[index] << std::endl;<br> } else {<br> std::cerr << "Error: Index is out of bounds." << std::endl;<br> }<br> return 0;<br>} |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

| **Principles(s):** [Name the principle and explain how it maps to this standard.] |
| --- |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
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| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
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#### Coding Standard 3

| **Coding Standard** | **Label** | **Use Safe String Operations and Sizing** |
| --- | --- | --- |
| **String Correctness** | STD-003-CPP | Improper handling of C-style strings (null-terminated character arrays) is a primary cause of buffer overflows. Using functions that do not perform bounds checking, such as strcpy and sprintf, can lead to an attacker overwriting adjacent memory. Adhering to this standard ensures that string operations use functions that prevent buffer overflows by either checking bounds or by using a safer, more modern approach. |

| **Noncompliant Code** |
| --- |
| The strcpy function does not check the size of the destination buffer, allowing a larger source string to overwrite adjacent memory and cause a buffer overflow. |
| cpp<br>#include <iostream><br>#include <cstring><br><br>int main() {<br> char src[] = "This is a very long string that will overflow the buffer.";<br> char dest[20];<br> strcpy(dest, src); // Vulnerable: no bounds checking<br> std::cout << "Copied string: " << dest << std::endl;<br> return 0;<br>} |

| **Compliant Code** |
| --- |
| The strncpy function is used, which takes a size parameter to limit the number of characters copied and prevent a buffer overflow. Alternatively, C++ std::string can be used. |
| cpp<br>#include <iostream><br>#include <cstring><br><br>int main() {<br> char src[] = "This is a very long string that will overflow the buffer.";<br> char dest[sizeof(src) / sizeof(src[0])]; // Or a fixed size large enough<br> strncpy(dest, src, sizeof(dest) - 1); // Limits copy to buffer size<br> dest[sizeof(dest) - 1] = '\0'; // Ensures null termination<br> std::cout << "Copied string: " << dest << std::endl;<br> return 0;<br>} |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

| **Principles(s):** [Name the principle and explain how it maps to this standard.] |
| --- |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
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**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
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#### Coding Standard 4

| **Coding Standard** | **Label** | **Use Parameterized Queries for Database Access** |
| --- | --- | --- |
| **SQL Injection** | STD-004-CPP | SQL injection occurs when user-supplied input is not properly sanitized and is directly concatenated into a SQL statement. This allows attackers to manipulate the query, leading to unauthorized data access, modification, or deletion. Using **parameterized queries** separates the SQL code from the user input, ensuring the input is treated as a literal value and not as executable code. |

| **Noncompliant Code** |
| --- |
| The code constructs a SQL query by directly concatenating an unvalidated username variable from user input, which is a classic SQL injection vulnerability. |
| cpp<br>#include <iostream><br>#include <string><br>// This is a simplified example, actual database libraries would be used<br><br>int main() {<br> std::string username = "' OR '1'='1"; // Malicious input<br> std::string password = "password";<br> std::string query = "SELECT \* FROM users WHERE username = '" + username + "' AND password = '" + password + "';";<br> std::cout << "Executing query: " << query << std::endl;<br> // Query will become: SELECT \* FROM users WHERE username = '' OR '1'='1' AND password = 'password';<br> return 0;<br>} |

| **Compliant Code** |
| --- |
| The code uses a parameterized query (or prepared statement) where placeholders are used for user input, preventing the input from altering the query's structure. |
| cpp<br>#include <iostream><br>#include <string><br>// This is a simplified example using placeholders<br>// In reality, a library like ODBC, libpqxx, etc., would be used<br><br>int main() {<br> std::string username = "' OR '1'='1"; // Malicious input<br> std::string password = "password";<br> // The ? symbols are placeholders for the parameters<br> std::string query = "SELECT \* FROM users WHERE username = ? AND password = ?;";<br> std::cout << "Preparing query: " << query << std::endl;<br> // The database driver will treat 'username' and 'password' as data, not code.<br> return 0;<br>} |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

| **Principles(s):** [Name the principle and explain how it maps to this standard.] |
| --- |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
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| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
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#### Coding Standard 5

| **Coding Standard** | **Label** | **Deallocate Memory Correctly and Safely** |
| --- | --- | --- |
| **Memory Protection** | STD-005-CPP | Improper memory management can lead to several security vulnerabilities. Forgetting to free dynamically allocated memory results in **memory leaks**, while freeing memory and then later trying to access it creates a **use-after-free** vulnerability. This standard ensures that all dynamically allocated memory is correctly deallocated and that pointers are nullified after delete to prevent dangling pointer issues. |

| **Noncompliant Code** |
| --- |
| The code deletes the ptr but the pointer itself is not nullified. The program then attempts to use the freed pointer, which is now a dangling pointer, leading to a use-after-free vulnerability and undefined behavior. |
| cpp<br>#include <iostream><br><br>int main() {<br> int\* ptr = new int(10);<br> std::cout << "Before delete: " << \*ptr << std::endl;<br> delete ptr; // Memory is freed<br> // ptr is now a dangling pointer<br> std::cout << "After delete: " << \*ptr << std::endl; // Vulnerable<br> return 0;<br>} |

| **Compliant Code** |
| --- |
| The code correctly deallocates the memory and then sets the pointer to nullptr. This prevents the dangling pointer from being dereferenced later, mitigating the use-after-free vulnerability. |
| cpp<br>#include <iostream><br><br>int main() {<br> int\* ptr = new int(10);<br> std::cout << "Before delete: " << \*ptr << std::endl;<br> delete ptr;<br> ptr = nullptr; // Pointer is nullified<br> if (ptr != nullptr) {<br> std::cout << "After nullify: " << \*ptr << std::endl;<br> } else {<br> std::cout << "Pointer is null." << std::endl;<br> }<br> return 0;<br>} |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

| **Principles(s):** [Name the principle and explain how it maps to this standard.] |
| --- |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
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**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
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#### Coding Standard 6

| **Coding Standard** | **Label** | **Use Assertions for Internal State Validation** |
| --- | --- | --- |
| **Assertions** | STD-006-CPP | Assertions are a powerful debugging tool for validating assumptions about program state and function preconditions/postconditions. They are intended for detecting programmer errors, not for handling runtime errors caused by user input or unexpected external conditions. Relying on assertions for security-critical checks can be dangerous because they are typically disabled in a production build, leaving the application vulnerable. This standard dictates that assertions should only be used to validate internal program logic. |

| **Noncompliant Code** |
| --- |
| The code uses an assert to validate user input. When compiled in a release build (with NDEBUG defined), the assertion is removed, allowing unvalidated user input to be processed and potentially causing a buffer overflow or other vulnerability. |
| cpp<br>#include <iostream><br>#include <cassert><br>#include <vector><br><br>int main() {<br> std::vector<int> data = {1, 2, 3, 4, 5};<br> int index;<br> std::cout << "Enter an index: ";<br> std::cin >> index;<br> // Vulnerable: This assert is removed in release builds<br> assert(index >= 0 && index < data.size());<br> std::cout << "Value at index " << index << ": " << data[index] << std::endl;<br> return 0;<br>} |

| **Compliant Code** |
| --- |
| The code uses a standard if statement with proper error handling to validate user input. This check remains in both debug and release builds, ensuring security is maintained in production. |
| cpp<br>#include <iostream><br>#include <vector><br><br>int main() {<br> std::vector<int> data = {1, 2, 3, 4, 5};<br> int index;<br> std::cout << "Enter an index: ";<br> std::cin >> index;<br> if (index >= 0 && index < data.size()) {<br> std::cout << "Value at index " << index << ": " << data[index] << std::endl;<br> } else {<br> std::cerr << "Error: Invalid index provided." << std::endl;<br> }<br> return 0;<br>} |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

| **Principles(s):** [Name the principle and explain how it maps to this standard.] |
| --- |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
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#### Coding Standard 7

| **Coding Standard** | **Label** | **Use Exceptions for Error Handling** |
| --- | --- | --- |
| **Exceptions** | STD-007-CPP | Exceptions are the preferred mechanism in C++ for handling errors that cannot be dealt with locally. Using exceptions correctly ensures that the program can gracefully handle unexpected conditions, like failed resource allocation or invalid file operations, without resorting to vulnerable error-prone methods like returning special values or using global flags. This standard mandates the proper use of try, catch, and throw to maintain program state integrity and prevent security flaws. |

| **Noncompliant Code** |
| --- |
| The code uses return values to indicate errors. This approach can be easily ignored by the caller, leading to a failure to handle the error state and potentially causing a security vulnerability or program crash. |
| cpp<br>#include <iostream><br>#include <fstream><br><br>bool open\_file(const std::string& filename) {<br> std::ifstream file(filename);<br> if (!file.is\_open()) {<br> return false; // Error indicated by return value<br> }<br> return true;<br>}<br><br>int main() {<br> if (!open\_file("nonexistent\_file.txt")) {<br> // A developer might forget to add this check, leading to an issue<br> std::cerr << "File could not be opened." << std::endl;<br> }<br> return 0;<br>} |

| **Compliant Code** |
| --- |
| The code uses an exception to signal a failure to open the file. This forces the calling code to handle the error within a try-catch block, ensuring that the error state is always addressed, regardless of the developer's diligence. |
| cpp<br>#include <iostream><br>#include <fstream><br>#include <stdexcept><br><br>void open\_file\_safe(const std::string& filename) {<br> std::ifstream file(filename);<br> if (!file.is\_open()) {<br> throw std::runtime\_error("Failed to open file.");<br> }<br>}<br><br>int main() {<br> try {<br> open\_file\_safe("nonexistent\_file.txt");<br> std::cout << "File opened successfully." << std::endl;<br> } catch (const std::runtime\_error& e) {<br> std::cerr << "Caught exception: " << e.what() << std::endl;<br> }<br> return 0;<br>} |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

| **Principles(s):** [Name the principle and explain how it maps to this standard.] |
| --- |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
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#### Coding Standard 8

| **Coding Standard** | **Label** | **Prevent Integer Conversion Errors** |
| --- | --- | --- |
| [Student Choice] | STD-008-CPP | Integer conversion errors occur when a value is converted from one integer type to another, resulting in either a loss of data (truncation) or an incorrect value. This can happen when converting a signed integer to an unsigned integer, a larger integer type to a smaller one, or when performing mixed-sign arithmetic. Such errors can lead to security vulnerabilities like buffer overflows by causing a negative or large number to be incorrectly interpreted as a valid buffer size. |

| **Noncompliant Code** |
| --- |
| The code converts a negative signed integer to an unsigned int to use it as a buffer size. This results in a large positive value due to the conversion, which could cause a heap buffer overflow when memory is allocated. |
| cpp<br>#include <iostream><br><br>int main() {<br> int count = -10;<br> // Vulnerable: Converting a negative signed int to unsigned int<br> unsigned int size = count;<br> char\* buffer = new char[size]; // Allocated a large, unintended size<br> std::cout << "Allocated a buffer of size: " << size << std::endl;<br> // Code continues with buffer operations<br> delete[] buffer;<br> return 0;<br>} |

| **Compliant Code** |
| --- |
| The code performs a check to ensure the signed integer is not negative before converting it to an unsigned int for memory allocation. This prevents the dangerous conversion and potential buffer overflow. |
| cpp<br>#include <iostream><br><br>int main() {<br> int count = -10;<br> if (count < 0) {<br> std::cerr << "Error: count cannot be negative." << std::endl;<br> return 1;<br> }<br> unsigned int size = static\_cast<unsigned int>(count);<br> char\* buffer = new char[size];<br> std::cout << "Allocated a buffer of size: " << size << std::endl;<br> // Code continues with buffer operations<br> delete[] buffer;<br> return 0;<br>} |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

| **Principles(s):** [Name the principle and explain how it maps to this standard.] |
| --- |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
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#### Coding Standard 9

| **Coding Standard** | **Label** | **Ensure Timely Release of Resources** |
| --- | --- | --- |
| [Student Choice] | STD-009-CPP | Failure to properly release resources, such as file handles, network sockets, or memory, can lead to **resource exhaustion**, causing a denial-of-service (DoS) vulnerability. An attacker could intentionally trigger a scenario where a resource is acquired but never released, eventually consuming all available resources and causing the application or system to become unresponsive. This standard mandates that all acquired resources are released in a timely and predictable manner. |

| **Noncompliant Code** |
| --- |
| The program opens a file but does not explicitly close the file stream. If a subsequent function call throws an exception, the file handle will never be released, leading to a resource leak. |
| cpp<br>#include <iostream><br>#include <fstream><br>#include <string><br><br>void process\_file(const std::string& filename) {<br> std::ifstream file(filename);<br> if (file.is\_open()) {<br> // Do work here<br> // ...<br> // No file.close();<br> }<br>}<br><br>int main() {<br> process\_file("data.txt");<br> return 0;<br>} |

| **Compliant Code** |
| --- |
| The code uses the **Resource Acquisition Is Initialization (RAII)** pattern with C++ streams. When the std::ifstream object goes out of scope (either through a return or an exception), its destructor is automatically called, which closes the file and prevents resource leaks. This is the preferred method for C++. |
| cpp<br>#include <iostream><br>#include <fstream><br>#include <string><br><br>void process\_file(const std::string& filename) {<br> std::ifstream file(filename);<br> if (file.is\_open()) {<br> // Do work here<br> // file is automatically closed when `file` object goes out of scope<br> }<br> // The file is guaranteed to be closed here, even if an exception was thrown.<br>}<br><br>int main() {<br> process\_file("data.txt");<br> return 0;<br>} |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

| **Principles(s):** [Name the principle and explain how it maps to this standard.] |
| --- |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

#### Coding Standard 10

| **Coding Standard** | **Label** | **Protect Shared Data with Mutexes** |
| --- | --- | --- |
| [Student Choice] | STD-010-CPP | When multiple threads access and modify the same shared data, a **race condition** can occur. This is where the final result depends on the non-deterministic timing of thread execution, leading to corrupted data or unexpected program behavior. An attacker could exploit this to trigger a denial of service, cause a program crash, or gain unauthorized access. This standard requires that all shared data be protected by a **mutex** to ensure only one thread can access the data at a time, thereby preventing race conditions. |

| **Noncompliant Code** |
| --- |
| The code increments a shared variable from multiple threads without any synchronization mechanism. This is a classic race condition where the final count is likely to be incorrect due to concurrent access. |
| cpp<br>#include <iostream><br>#include <thread><br><br>int shared\_counter = 0;<br><br>void increment\_counter() {<br> for (int i = 0; i < 10000; ++i) {<br> shared\_counter++; // Vulnerable to race condition<br> }<br>}<br><br>int main() {<br> std::thread t1(increment\_counter);<br> std::thread t2(increment\_counter);<br> t1.join();<br> t2.join();<br> std::cout << "Final counter value: " << shared\_counter << std::endl; // Likely not 20000<br> return 0;<br>} |

| **Compliant Code** |
| --- |
| The code uses a std::mutex to protect the shared counter. The std::lock\_guard ensures that the mutex is automatically locked when entering the scope and unlocked when exiting, guaranteeing atomic access to the shared variable and preventing the race condition. |
| cpp<br>#include <iostream><br>#include <thread><br>#include <mutex><br><br>int shared\_counter = 0;<br>std::mutex counter\_mutex;<br><br>void increment\_counter() {<br> for (int i = 0; i < 10000; ++i) {<br> std::lock\_guard<std::mutex> lock(counter\_mutex);<br> shared\_counter++; // Protected by the mutex<br> }<br>}<br><br>int main() {<br> std::thread t1(increment\_counter);<br> std::thread t2(increment\_counter);<br> t1.join();<br> t2.join();<br> std::cout << "Final counter value: " << shared\_counter << std::endl; // Guaranteed to be 20000<br> return 0;<br>} |

**Note: Stop here for the milestone. Complete this section for Project One in Module Six.**

| **Principles(s):** [Name the principle and explain how it maps to this standard.] |
| --- |

**Threat Level**

| **Severity** | **Likelihood** | **Remediation Cost** | **Priority** | **Level** |
| --- | --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

**Automation**

| **Tool** | **Version** | **Checker** | **Description Tool** |
| --- | --- | --- | --- |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Defense-in-Depth Illustration

This illustration provides a visual representation of the defense-in-depth best practice of layered security.



## Project One

There are seven steps outlined below that align with the elements you will be graded on in the accompanying rubric. When you complete these steps, you will have finished the security policy.

### Revise the C/C++ Standards

You completed one of these tables for each of your standards in the Module Three milestone. In Project One, add revisions to improve the explanation and examples as needed. Add rows to accommodate additional examples of compliant and noncompliant code. Coding standards begin on the security policy.

### Risk Assessment

Complete this section on the coding standards tables. Enter high, medium, or low for each of the headers, then rate it overall using a scale from 1 to 5, 5 being the greatest threat. You will address each of the seven policy standards. Fill in the columns of severity, likelihood, remediation cost, priority, and level using the values provided in the appendix.

### Automated Detection

Complete this section of each table on the coding standards to show the tools that may be used to detect issues. Provide the tool name, version, checker, and description. List one or more tools that can automatically detect this issue and its version number, name of the rule or check (preferably with link), and any relevant comments or description—if any. This table ties to a specific C++ coding standard.

### Automation

Provide a written explanation using the image provided.



Automation will be used for the enforcement of and compliance to the standards defined in this policy. Green Pace already has a well-established DevOps process and infrastructure. Define guidance on where and how to modify the existing DevOps process to automate enforcement of the standards in this policy. Use the DevSecOps diagram and provide an explanation using that diagram as context.

[Insert your written explanations here.]

### Summary of Risk Assessments

Consolidate all risk assessments into one table including both coding and systems standards, ordered by standard number.

| Rule | Severity | Likelihood | Remediation Cost | Priority | Level |
| --- | --- | --- | --- | --- | --- |
| STD-001-CPP | High | Unlikely | Medium | High | 2 |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

### Create Policies for Encryption and Triple A

Include all three types of encryption (in flight, at rest, and in use) and each of the three elements of the Triple-A framework using the tables provided***.***

* 1. Explain each type of encryption, how it is used, and why and when the policy applies.
  2. Explain each type of Triple-A framework strategy, how it is used, and why and when the policy applies.

Write policies for each and explain what it is, how it should be applied in practice, and why it should be used.

| 1. **Encryption** | **Explain what it is and how and why the policy applies.** |
| --- | --- |
| Encryption at rest | [Insert text.] |
| Encryption in flight | [Insert text.] |
| Encryption in use | [Insert text.] |

| 1. **Triple-A Framework\*** | **Explain what it is and how and why the policy applies.** |
| --- | --- |
| Authentication | [Insert text.] |
| Authorization | [Insert text.] |
| Accounting | [Insert text.] |

**\***Use this checklist for the Triple A to be sure you include these elements in your policy:

* User logins
* Changes to the database
* Addition of new users
* User level of access
* Files accessed by users

### Map the Principles

Map the principles to each of the standards, and provide a justification for the connection between the two. In the Module Three milestone, you added definitions for each of the 10 principles provided. Now it’s time to connect the standards to principles to show how they are supported by principles. You may have more than one principle for each standard, and the principles may be used more than once. Principles are numbered 1 through 10. You will list the number or numbers that apply to each standard, then explain how each of these principles supports the standard. This exercise demonstrates that you have based your security policy on widely accepted principles. Linking principles to standards is a best practice.

**NOTE:** Green Pace has already successfully implemented the following:

* Operating system logs
* Firewall logs
* Anti-malware logs

The only item you must complete beyond this point is the Policy Version History table.

## Audit Controls and Management

Every software development effort must be able to provide evidence of compliance for each software deployed into any Green Pace managed environment.

Evidence will include the following:

* Code compliance to standards
* Well-documented access-control strategies, with sampled evidence of compliance
* Well-documented data-control standards defining the expected security posture of data at rest, in flight, and in use
* Historical evidence of sustained practice (emails, logs, audits, meeting notes)

## Enforcement

The office of the chief information security officer (OCISO) will enforce awareness and compliance of this policy, producing reports for the risk management committee (RMC) to review monthly. Every system deployed in any environment operated by Green Pace is expected to be in compliance with this policy at all times.

Staff members, consultants, or employees found in violation of this policy will be subject to disciplinary action, up to and including termination.

## Exceptions Process

Any exception to the standards in this policy must be requested in writing with the following information:

* Business or technical rationale
* Risk impact analysis
* Risk mitigation analysis
* Plan to come into compliance
* Date for when the plan to come into compliance will be completed

Approval for any exception must be granted by chief information officer (CIO) and the chief information security officer (CISO) or their appointed delegates of officer level.

Exceptions will remain on file with the office of the CISO, which will administer and govern compliance.

## Distribution

This policy is to be distributed to all Green Pace IT staff annually. All IT staff will need to certify acceptance and awareness of this policy annually.

## Policy Change Control

This policy will be automatically reviewed annually, no later than 365 days from the last revision date. Further, it will be reviewed in response to regulatory or compliance changes, and on demand as determined by the OCISO.

## Policy Version History

| Version | Date | Description | Edited By | Approved By |
| --- | --- | --- | --- | --- |
| 1.0 | 08/05/2020 | Initial Template | David Buksbaum |  |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |
| [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] | [Insert text.] |

## Appendix A Lookups

### Approved C/C++ Language Acronyms

| Language | Acronym |
| --- | --- |
| C++ | CPP |
| C | CLG |
| Java | JAV |