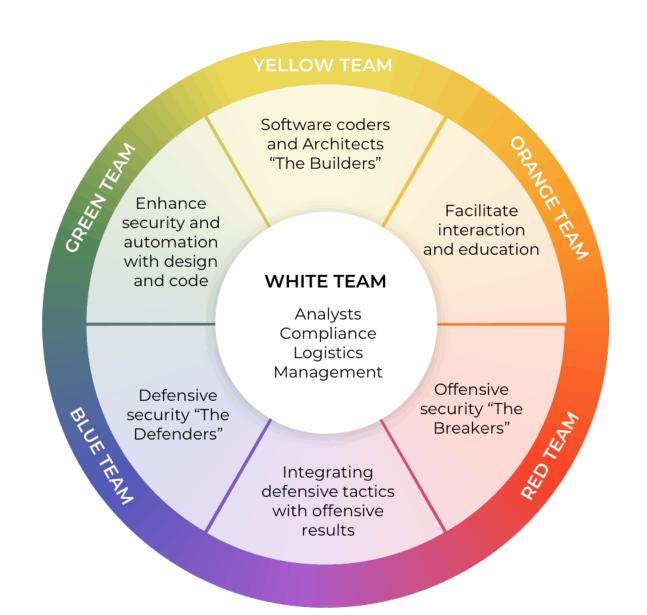


YELLOW TEAMING - III





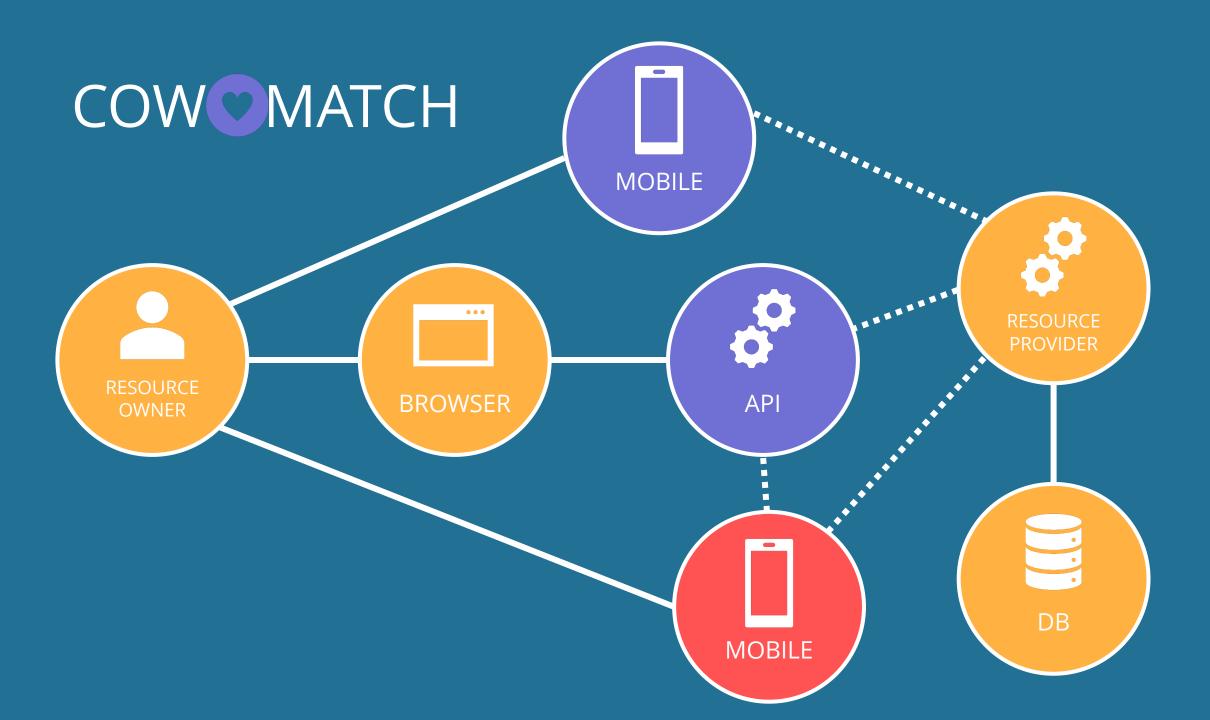
- Software Builders
- Application Developers
- Software Engineers
- System Architects

INPUT SANITIZATION

DON'T TRUST THE CLIENT

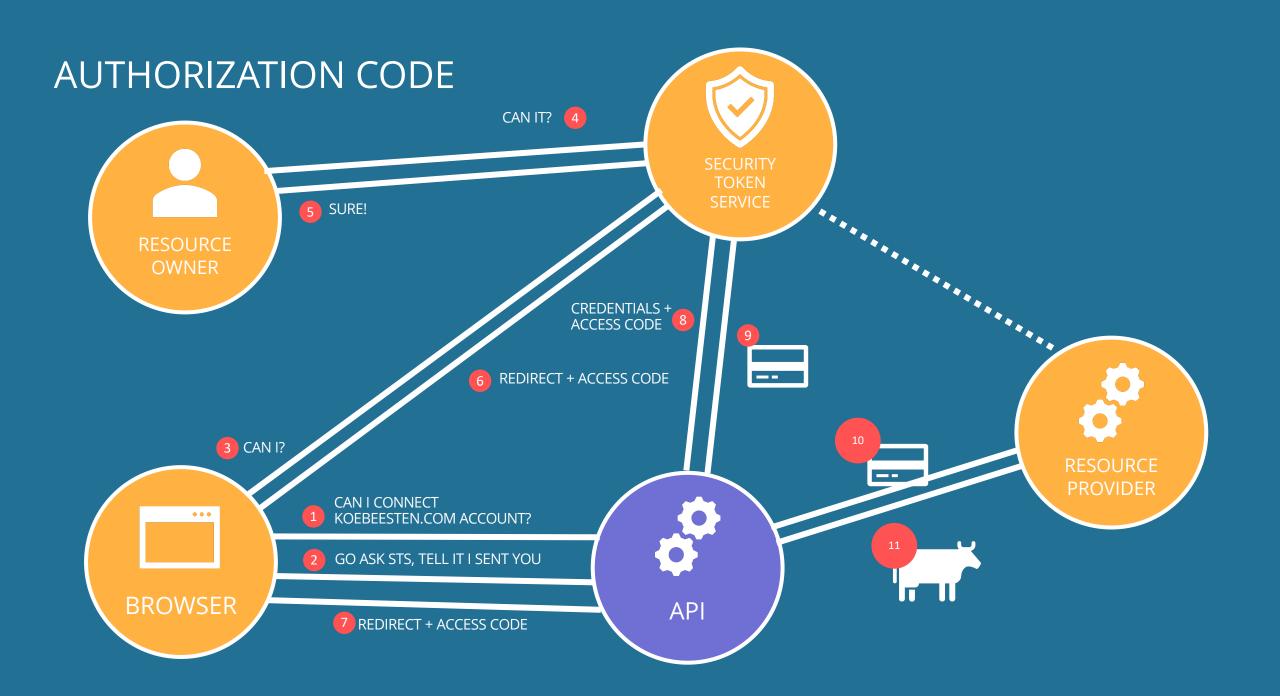
UPDATE YOUR SHIT





MACHINES COMMUNICATING ON BEHALF OF HUMANS







- Roll your own (please don't)
- Use existing services (Auth0)
- Use middleware
- Use a public STS



- Bearer Token! HTTPS is crucial!
- What about Mobile?
- What about SPAs?
- What about Authentication?
- Expiration
- Signature
- Scope



OAUTH 2.0



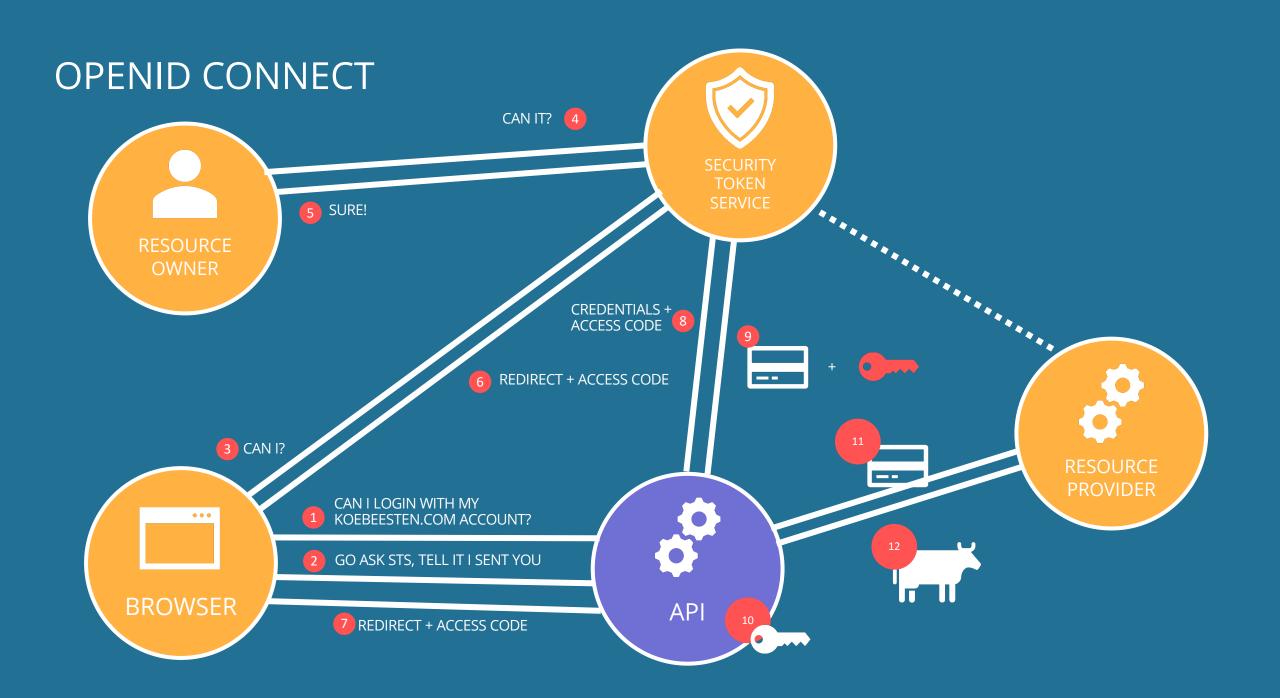
- API needs to be registered
- Legitimate redirect URI





OAUTH 2.0 FOR AUTHENTICATION







- Cannot be trusted
- Client secret
- Redirect URI



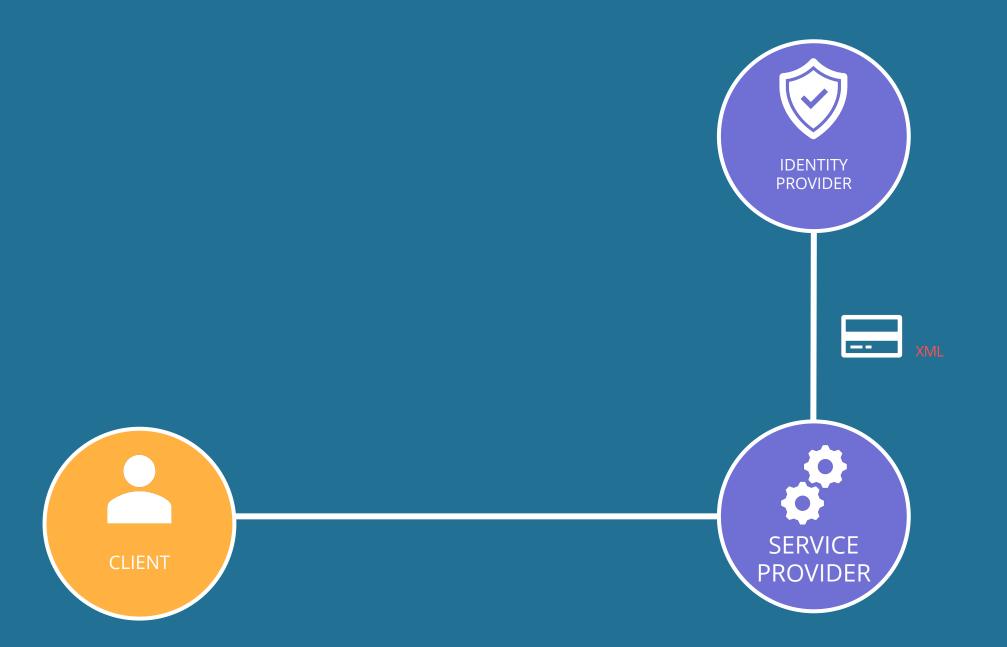
Proof Key for Code Exchange

Code Challenge = SHA256(Code verifier)

- Generate code verifier and code challenge
- Code challenge used in front channel
- Code verifier used instead of client credentials
- STS gets code challenge from client, code verifier from api
- Maybe we should do this all the time?







SAML Example Steps





INPUT SANITIZATION

DON'T TRUST THE CLIENT

UPDATE YOUR SHIT



 https://pragmaticwebsecurity.com/courses/introduction-oauthoidc.html



- Getting Started with ASP.NET Core and Oauth <u>https://app.pluralsight.com/library/courses/asp-dot-net-core-oauth</u>
- Securing ASP.NET Core 3 With OAuth2 and OpenID Connect <u>https://app.pluralsight.com/library/courses/securing-aspnet-core-3-oauth2-openid-connect</u>