Second Iteration Final Report: mycheapfriend.com

# COMS 4156: Advanced Software Engineering

# Team: CheapSkates

## Team Members

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The **Cheapskates** from **MyCheapFriend.com** will lend you our **Sir** if you give us back feedback soon.

# 2. Unit Testing Code Inspection disposition:

# 3. Security and Stress testing:

Our user interface is relatively simple, so testing each aspect of it doesn't need to be too complicated.  We will split the attack into attacks on each of the interfaces.  
**The Web UI**:  
The web UI is an administrator interface, where admins should have "root" access once they are authenticated.  Here is our attack plan for the relatively simple Web UI.  
    1.  Going through the security  
        Try the overflowing the fields in the web form.   
    2.  Going around the security  
        Try accessing administrator URLS without logging in.  
    3.  Accessibility attack.  
        If we break into the system, the root user's index page is heavy weight, as it lists all database elements.  Repeatedly requesting this page (assuming A) the database is thoroughly populated and B) we have access to the page) would be a way of attacking the system's accessibility.  That being said, once a root user has been compromised, they could simply turn off the system, so it's probably not worth exploring this attack.  
  
**The Text UI:**  
The Text UI receives emails from text messages and parses them into logical system objects.  Given the:  
    1.  Going through the security  
        Try impersonating phone numbers with phone-number like email addresses from other hosts (impersonating SMS).  ie 6462294050@gmail.com, or sending an email from our own smtp server impersonating vtext.com or att.com.  
    2.  Accessibility attack:    
        Sending emails with large attachments, or very large message bodies might slow down our e-mail fetcher's speed of retrieving new messages.

# 4. Defect log and disposition:

# 5. Response to Demo Concerns

# 6. Controversies

There are no controversies among the team at this point.

# 7. Code and Data