The Art Of Software Security Assessment Identifyin

The CERT Oracle Secure Coding Standard for Java
Threat Modeling
Gray Hat Python
The Art of Software Security Testing
Security and Usability
Empirical Research for Software Security
Exploring Security in Software Architecture and Design
The Art of Deception
Exploiting Software: How To Break Code
Software System Reliability and Security
The Art of Agile Development
Network Security Assessment
ART OF SOFTWARE SECURITY ASSESSMENT.
Proceedings of Defining the State of the Art in Software Security Tools Workshop
The Security Development Lifecycle

Designing Secure Software
The Art and Science of Analyzing Software Data
Software Security
Secure Programming with Static Analysis
Software Estimation
The 7 Qualities of Highly Secure Software
Securing Systems
24 Deadly Sins of Software Security: Programming Flaws and How to Fix Them
Game Theory and Machine Learning for Cyber Security
Hacking- The art Of Exploitation
The Art of Software Security Assessment
19 Deadly Sins of Software Security
Nanoelectronic Devices for Hardware and Software Security
Software Security Engineering
The Art of Network Penetration Testing
Essential Cybersecurity Science
Security Engineering
Communications and Multimedia Security Issues of the New Century
Agile Application Security
The Tangled Web

Foundations of Security
Embedded Security in Cars
Fuzzing for Software Security Testing and Quality Assurance, Second Edition
Building Secure and Reliable Systems
The Art of UNIX Programming

AYDIN DUDLEY

The CERT Oracle Secure Coding Standard for Java Pearson Education Modern web applications are built on a tangle of technologies that have been developed over time and then haphazardly pieced together. Every piece of the web application stack, from HTTP requests to browser-side scripts, comes with important yet subtle security consequences. To keep users safe, it is essential for developers to confidently navigate this landscape. In The Tangled Web, Michal Zalewski, one of the world's top browser security experts, offers a compelling narrative that explains exactly how browsers work and why they're fundamentally insecure. Rather than dispense simplistic advice on vulnerabilities, Zalewski examines the entire browser security model, revealing weak points and providing crucial information for shoring up web application security. You'll learn how to: –Perform common but surprisingly

complex tasks such as URL parsing and HTML sanitization –Use modern security features like Strict Transport Security, Content Security Policy, and Cross-Origin Resource Sharing –Leverage many variants of the same-origin policy to safely compartmentalize complex web applications and protect user credentials in case of XSS bugs –Build mashups and embed gadgets without getting stung by the tricky frame navigation policy –Embed or host user-supplied content without running into the trap of content sniffing For quick reference, "Security Engineering Cheat Sheets" at the end of each chapter offer ready solutions to problems you're most likely to encounter. With coverage extending as far as planned HTML5 features, The Tangled Web will help you create secure web applications that stand the test of time.

Threat Modeling Pearson Education

The First Expert Guide to Static Analysis for Software Security! Creating secure code requires more than just good intentions. Programmers need to know that their code will be safe in an almost infinite number of scenarios and configurations. Static source code analysis gives users the ability to review their work with a fine-toothed comb and uncover the kinds of errors that lead directly to security vulnerabilities. Now, there's a complete guide to static analysis: how it works, how to integrate it into the software development processes, and how to make the most of it during security code review. Static analysis experts Brian Chess and Jacob

West look at the most common types of security defects that occur today. They illustrate main points using Java and C code examples taken from real-world security incidents, showing how coding errors are exploited, how they could have been prevented, and how static analysis can rapidly uncover similar mistakes. This book is for everyone concerned with building more secure software: developers, security engineers, analysts, and testers.

Gray Hat Python CRC Press

This is the proceeding of the workshop on Defining the State of the Art in Software Security Tools held on August 10 and 11, 2005. It was hosted by the Software Diagnostics and Conformance Testing Division, Information Technology Laboratory, at the National Institute of Standards and Technology (NIST) in Gaithersburg, MD, USA.

The Art of Software Security Testing John Wiley & Sons

Human factors and usability issues have traditionally played a limited role in security research and secure systems development. Security experts have largely ignored usability issues--both because they often failed to recognize the importance of human factors and because they lacked the expertise to address them. But there is a growing recognition that today's security problems can be solved only by addressing issues of usability and human factors. Increasingly, well-publicized security breaches are attributed to human errors that might have been prevented through more usable

software. Indeed, the world's future cyber-security depends upon the deployment of security technology that can be broadly used by untrained computer users. Still, many people believe there is an inherent tradeoff between computer security and usability. It's true that a computer without passwords is usable, but not very secure. A computer that makes you authenticate every five minutes with a password and a fresh drop of blood might be very secure, but nobody would use it. Clearly, people need computers, and if they can't use one that's secure, they'll use one that isn't. Unfortunately, unsecured systems aren't usable for long, either. They get hacked, compromised, and otherwise rendered useless. There is increasing agreement that we need to design secure systems that people can actually use, but less agreement about how to reach this goal. Security & Usability is the first book-length work describing the current state of the art in this emerging field. Edited by security experts Dr. Lorrie Faith Cranor and Dr. Simson Garfinkel, and authored by cutting-edge security and human-computerinteraction (HCI) researchers world-wide, this volume is expected to become both a classic reference and an inspiration for future research. Security & Usability groups 34 essays into six parts: Realigning Usability and Security---with careful attention to user-centered design principles, security and usability can be synergistic. Authentication Mechanisms--techniques for identifying and

authenticating computer users. Secure Systems--how system software can deliver or destroy a secure user experience. Privacy and Anonymity Systems--methods for allowing people to control the release of personal information. Commercializing Usability: The Vendor Perspective--specific experiences of security and software vendors (e.g.,IBM, Microsoft, Lotus, Firefox, and Zone Labs) in addressing usability. The Classics--groundbreaking papers that sparked the field of security and usability. This book is expected to start an avalanche of discussion, new ideas, and further advances in this important field.

Security and Usability IOS Press

The 7 Qualities of Highly Secure Software provides a framework for designing, developing, and deploying hacker-resilient software. It uses engaging anecdotes and analogies-ranging from Aesop's fables, athletics, architecture, biology, nursery rhymes, and video games-to illustrate the qualities that are essential for the development of highly secure

Empirical Research for Software Security CRC Press

"What makes this book so important is that it reflects the experiences of two of the industry's most experienced hands at getting real-world engineers to understand just what they're being asked for when they're asked to write secure code. The book reflects Michael Howard's and David LeBlanc's experience in the trenches working with developers years after code was long

since shipped, informing them of problems." --From the Foreword by Dan Kaminsky, Director of Penetration Testing, IOActive Eradicate the Most Notorious Insecure Designs and Coding Vulnerabilities Fully updated to cover the latest security issues, 24 Deadly Sins of Software Security reveals the most common design and coding errors and explains how to fix each one-or better yet, avoid them from the start. Michael Howard and David LeBlanc, who teach Microsoft employees and the world how to secure code, have partnered again with John Viega, who uncovered the original 19 deadly programming sins. They have completely revised the book to address the most recent vulnerabilities and have added five brand-new sins. This practical guide covers all platforms, languages, and types of applications. Eliminate these security flaws from your code: SQL injection Web server- and client-related vulnerabilities Use of magic URLs, predictable cookies, and hidden form fields Buffer overruns Format string problems Integer overflows C++ catastrophes Insecure exception handling Command injection Failure to handle errors Information leakage Race conditions Poor usability Not updating easily Executing code with too much privilege Failure to protect stored data Insecure mobile code Use of weak password-based systems Weak random numbers Using cryptography incorrectly Failing to protect network traffic Improper use of PKI Trusting network name resolution

Exploring Security in Software Architecture and Design Addison-Wesley Professional

Now that there's software in everything, how can you make anything secure? Understand how to engineer dependable systems with this newly updated classic In Security Engineering: A Guide to Building Dependable Distributed Systems, Third Edition Cambridge University professor Ross Anderson updates his classic textbook and teaches readers how to design, implement, and test systems to withstand both error and attack. This book became a best-seller in 2001 and helped establish the discipline of security engineering. By the second edition in 2008, underground dark markets had let the bad guys specialize and scale up; attacks were increasingly on users rather than on technology. The book repeated its success by showing how security engineers can focus on usability. Now the third edition brings it up to date for 2020. As people now go online from phones more than laptops, most servers are in the cloud, online advertising drives the Internet and social networks have taken over much human interaction, many patterns of crime and abuse are the same, but the methods have evolved. Ross Anderson explores what security engineering means in 2020, including: How the basic elements of cryptography, protocols, and access control translate to the new world of phones, cloud services, social media and the Internet of Things Who the attackers are – from nation states and business competitors through criminal gangs to

stalkers and playground bullies What they do – from phishing and carding through SIM swapping and software exploits to DDoS and fake news Security psychology, from privacy through ease-of-use to deception The economics of security and dependability – why companies build vulnerable systems and governments look the other way How dozens of industries went online – well or badly How to manage security and safety engineering in a world of agile development – from reliability engineering to DevSecOps The third edition of Security Engineering ends with a grand challenge: sustainable security. As we build ever more software and connectivity into safety-critical durable goods like cars and medical devices, how do we design systems we can maintain and defend for decades? Or will everything in the world need monthly software upgrades, and become unsafe once they stop?

The Art of Deception Springer

Can a system be considered truly reliable if it isn't fundamentally secure? Or can it be considered secure if it's unreliable? Security is crucial to the design and operation of scalable systems in production, as it plays an important part in product quality, performance, and availability. In this book, experts from Google share best practices to help your organization design scalable and reliable systems that are fundamentally secure. Two previous O'Reilly books from Google—Site Reliability Engineering and The Site Reliability

Workbook—demonstrated how and why a commitment to the entire service lifecycle enables organizations to successfully build, deploy, monitor, and maintain software systems. In this latest guide, the authors offer insights into system design, implementation, and maintenance from practitioners who specialize in security and reliability. They also discuss how building and adopting their recommended best practices requires a culture that's supportive of such change. You'll learn about secure and reliable systems through: Design strategies Recommendations for coding, testing, and debugging practices Strategies to prepare for, respond to, and recover from incidents Cultural best practices that help teams across your organization collaborate effectively

Exploiting Software: How To Break Code
Createspace Independent Publishing Platform
Often referred to as the "black art" because of its complexity and uncertainty, software estimation is not as difficult or puzzling as people think. In fact, generating accurate estimates is straightforward—once you understand the art of creating them. In his highly anticipated book, acclaimed author Steve McConnell unravels the mystery to successful software estimation—distilling academic information and real-world experience into a practical guide for working software professionals. Instead of arcane treatises and rigid modeling techniques, this guide highlights a proven set of procedures, understandable formulas, and heuristics

that individuals and development teams can apply to their projects to help achieve estimation proficiency. Discover how to: Estimate schedule and cost—or estimate the functionality that can be delivered within a given time frame Avoid common software estimation mistakes Learn estimation techniques for you, your team, and your organization * Estimate specific project activities—including development, management, and defect correction Apply estimation approaches to any type of project—small or large, agile or traditional Navigate the shark-infested political waters that surround project estimates When many corporate software projects are failing, McConnell shows you what works for successful software estimation.

Software System Reliability and Security CRC Press

To make communication and computation secure against catastrophic failure and malicious interference, it is essential to build secure software systems and methods for their development. This book describes the ideas on how to meet these challenges in software engineering.

The Art of Agile Development McGraw-Hill Osborne Media

The Definitive Insider’s Guide to Auditing Software Security This is one of the most detailed, sophisticated, and useful guides to software security auditing ever written. The authors are leading security consultants and researchers who have personally uncovered vulnerabilities in applications ranging from sendmail to

Microsoft Exchange, Check Point VPN to Internet Explorer. Drawing on their extraordinary experience, they introduce a start-to-finish methodology for “ripping apart” applications to reveal even the most subtle and well-hidden security flaws. The Art of Software Security Assessment covers the full spectrum of software vulnerabilities in both UNIX/Linux and Windows environments. It demonstrates how to audit security in applications of all sizes and functions, including network and Web software. Moreover, it teaches using extensive examples of real code drawn from past flaws in many of the industry's highest-profile applications. Coverage includes • Code auditing: theory, practice, proven methodologies, and secrets of the trade • Bridging the gap between secure software design and post-implementation review • Performing architectural assessment: design review, threat modeling, and operational review • Identifying vulnerabilities related to memory management, data types, and malformed data • UNIX/Linux assessment: privileges, files, and processes • Windows-specific issues, including objects and the filesystem • Auditing interprocess communication, synchronization, and state • Evaluating network software: IP stacks, firewalls, and common application protocols • Auditing Web applications and technologies

Network Security Assessment John Wiley & Sons

Python is fast becoming the programming language of choice for

hackers, reverse engineers, and software testers because it's easy to write quickly, and it has the low-level support and libraries that make hackers happy. But until now, there has been no real manual on how to use Python for a variety of hacking tasks. You had to dig through forum posts and man pages, endlessly tweaking your own code to get everything working. Not anymore. Gray Hat Python explains the concepts behind hacking tools and techniques like debuggers, trojans, fuzzers, and emulators. But author Justin Seitz goes beyond theory, showing you how to harness existing Python-based security tools—and how to build your own when the pre-built ones won't cut it. You'll learn how to: –Automate tedious reversing and security tasks –Design and program your own debugger –Learn how to fuzz Windows drivers and create powerful fuzzers from scratch –Have fun with code and library injection, soft and hard hooking techniques, and other software trickery –Sniff secure traffic out of an encrypted web browser session –Use PyDBG, Immunity Debugger, Sulley, IDAPython, PyEMU, and more The world's best hackers are using Python to do their handiwork. Shouldn't you?

ART OF SOFTWARE SECURITY ASSESSMENT. Microsoft Press

Covers offensive technologies by grouping and analyzing them at a higher level--from both an offensive and defensive standpoint--helping you design and deploy networks that are immune to offensive exploits, tools, and scripts. Chapters focus on the components of

your network, the different services yourun, and how they can be attacked. Each chapter concludes with advice to network defenders on how to beat the attacks.

Proceedings of Defining the State of the Art in Software Security Tools Workshop Pearson Education

This essential book for all software developers--regardless of platform, language, or type of application--outlines the “19 deadly sins” of software security and shows how to fix each one. Best-selling authors Michael Howard and David LeBlanc, who teach Microsoft employees how to secure code, have partnered with John Viega, the man who uncovered the 19 deadly programming sins to write this much-needed book. Coverage includes: Windows, UNIX, Linux, and Mac OS X C, C++, C#, Java, PHP, Perl, and Visual Basic Web, small client, and smart-client applications

The Security Development Lifecycle John Wiley & Sons

The Art and Science of Analyzing Software Data provides valuable information on analysis techniques often used to derive insight from software data. This book shares best practices in the field generated by leading data scientists, collected from their experience training software engineering students and practitioners to master data science. The book covers topics such as the analysis of security data, code reviews, app stores, log files, and user telemetry, among others. It covers a wide variety of techniques such as co-change analysis, text analysis, topic

analysis, and concept analysis, as well as advanced topics such as release planning and generation of source code comments. It includes stories from the trenches from expert data scientists illustrating how to apply data analysis in industry and open source, present results to stakeholders, and drive decisions. Presents best practices, hints, and tips to analyze data and apply tools in data science projects Presents research methods and case studies that have emerged over the past few years to further understanding of software data Shares stories from the trenches of successful data science initiatives in industry

Designing Secure Software "O'Reilly Media, Inc."

Most innovations in the car industry are based on software and electronics, and IT will soon constitute the major production cost factor. It seems almost certain that embedded IT security will be crucial for the next generation of applications. Yet whereas software safety has become a relatively well-established field, the protection of automotive IT systems against manipulation or intrusion has only recently started to emerge. Lemke, Paar, and Wolf collect in this volume a state-of-the-art overview on all aspects relevant for IT security in automotive applications. After an introductory chapter written by the editors themselves, the contributions from experienced experts of different disciplines are structured into three parts. "Security in the Automotive

Domain" describes applications for which IT security is crucial, like immobilizers, tachographs, and software updates. "Embedded Security Technologies" details security technologies relevant for automotive applications, e.g., symmetric and asymmetric cryptography, and wireless security. "Business Aspects of IT Systems in Cars" shows the need for embedded security in novel applications like location-based navigation systems and personalization. The first book in this area of fast-growing economic and scientific importance, it is indispensable for both researchers in software or embedded security and professionals in the automotive industry.

The Art and Science of Analyzing Software Data John Wiley & Sons

What every software professional should know about security. Designing Secure Software consolidates Loren Kohnfelder’s more than twenty years of experience into a concise, elegant guide to improving the security of technology products. Written for a wide range of software professionals, it emphasizes building security into software design early and involving the entire team in the process. The book begins with a discussion of core concepts like trust, threats, mitigation, secure design patterns, and cryptography. The second part, perhaps this book’s most unique and important contribution to the field, covers the process of designing and reviewing a software design with security considerations in mind. The final section details the most common coding flaws that create vulnerabilities, making

copious use of code snippets written in C and Python to illustrate implementation vulnerabilities. You'll learn how to: • Identify important assets, the attack surface, and the trust boundaries in a system • Evaluate the effectiveness of various threat mitigation candidates • Work with well-known secure coding patterns and libraries • Understand and prevent vulnerabilities like XSS and CSRF, memory flaws, and more • Use security testing to proactively identify vulnerabilities introduced into code • Review a software design for security flaws effectively and without judgment Kohnfelder's career, spanning decades at Microsoft and Google, introduced numerous software security initiatives, including the co-creation of the STRIDE threat modeling framework used widely today. This book is a modern, pragmatic consolidation of his best practices, insights, and ideas about the future of software.

Software Security "O'Reilly Media, Inc."

Cyber-attacks continue to rise as more individuals rely on storing personal information on networks. Even though these networks are continuously checked and secured, cybercriminals find new strategies to break through these protections. Thus, advanced security systems, rather than simple security patches, need to be designed and developed. Exploring Security in Software Architecture and Design is an essential reference source that discusses the development of security-aware software systems that are built into

every phase of the software architecture. Featuring research on topics such as migration techniques, service-based software, and building security, this book is ideally designed for computer and software engineers, ICT specialists, researchers, academicians, and field experts.

Secure Programming with Static Analysis CRC Press

Internet attack on computer systems is pervasive. It can take from less than a minute to as much as eight hours for an unprotected machine connected to the Internet to be completely compromised. It is the information security architect's job to prevent attacks by securing computer systems. This book describes both the process and the practice of as

Software Estimation O'Reilly Media

GAME THEORY AND MACHINE LEARNING FOR CYBER SECURITY Move beyond the foundations of machine learning and game theory in cyber security to the latest research in this cutting-edge field In Game Theory and Machine Learning for Cyber Security, a team of expert security researchers delivers a collection of central research contributions from both machine learning and game theory applicable to cybersecurity. The distinguished editors have included resources that address open research questions in game theory and machine learning applied to cyber security systems and examine the strengths and limitations of current game theoretic models for cyber security. Readers will explore the vulnerabilities of traditional machine learning algorithms and how

they can be mitigated in an adversarial machine learning approach. The book offers a comprehensive suite of solutions to a broad range of technical issues in applying game theory and machine learning to solve cyber security challenges. Beginning with an introduction to foundational concepts in game theory, machine learning, cyber security, and cyber deception, the editors provide readers with resources that discuss the latest in hypergames, behavioral game theory, adversarial machine learning, generative adversarial networks, and multi-agent reinforcement learning. Readers will also enjoy: A thorough introduction to game theory for cyber deception, including scalable algorithms for identifying stealthy attackers in a game theoretic framework, honeypot allocation over attack graphs, and behavioral games for cyber deception An exploration of game theory for cyber security, including actionable game-theoretic adversarial intervention detection against advanced persistent threats Practical discussions of adversarial machine learning for cyber security, including adversarial machine learning in 5G security and machine learning-driven fault injection in cyber-physical systems In-depth examinations of generative models for cyber security Perfect for researchers, students, and experts in the fields of computer science and engineering, Game Theory and Machine Learning for Cyber Security is also an indispensable resource for industry professionals, military personnel, researchers, faculty, and

students with an interest in cyber security.