Cracking the Code to Secure Software

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#SecureByDesign #Jfokus







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What's Cracking the Code... all about?

"A mindset and strategy for creating secure software by focusing on good design"

- Secure by Design

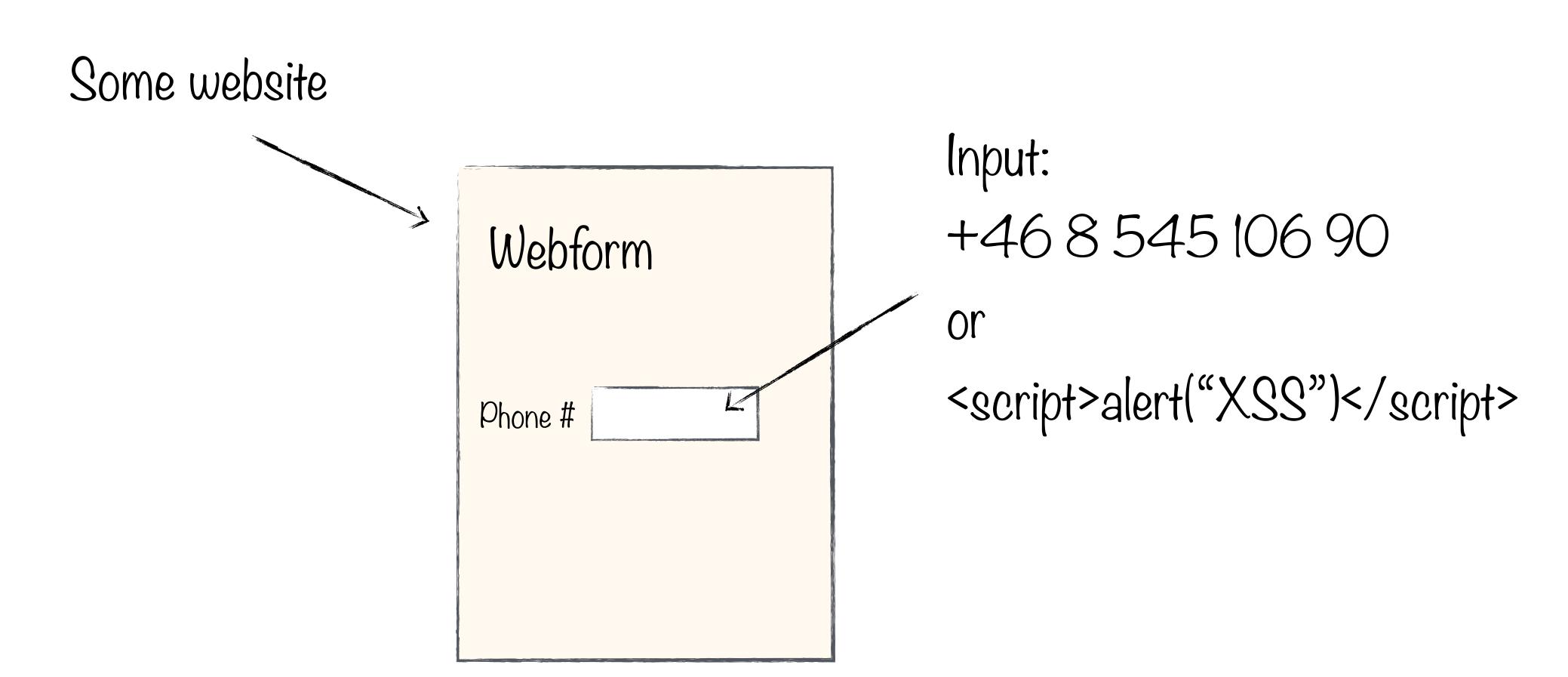




What we'll cover today

- Solve a real security problem using good design
- Immutable mutability
- Detecting accidental leakage of sensitive data

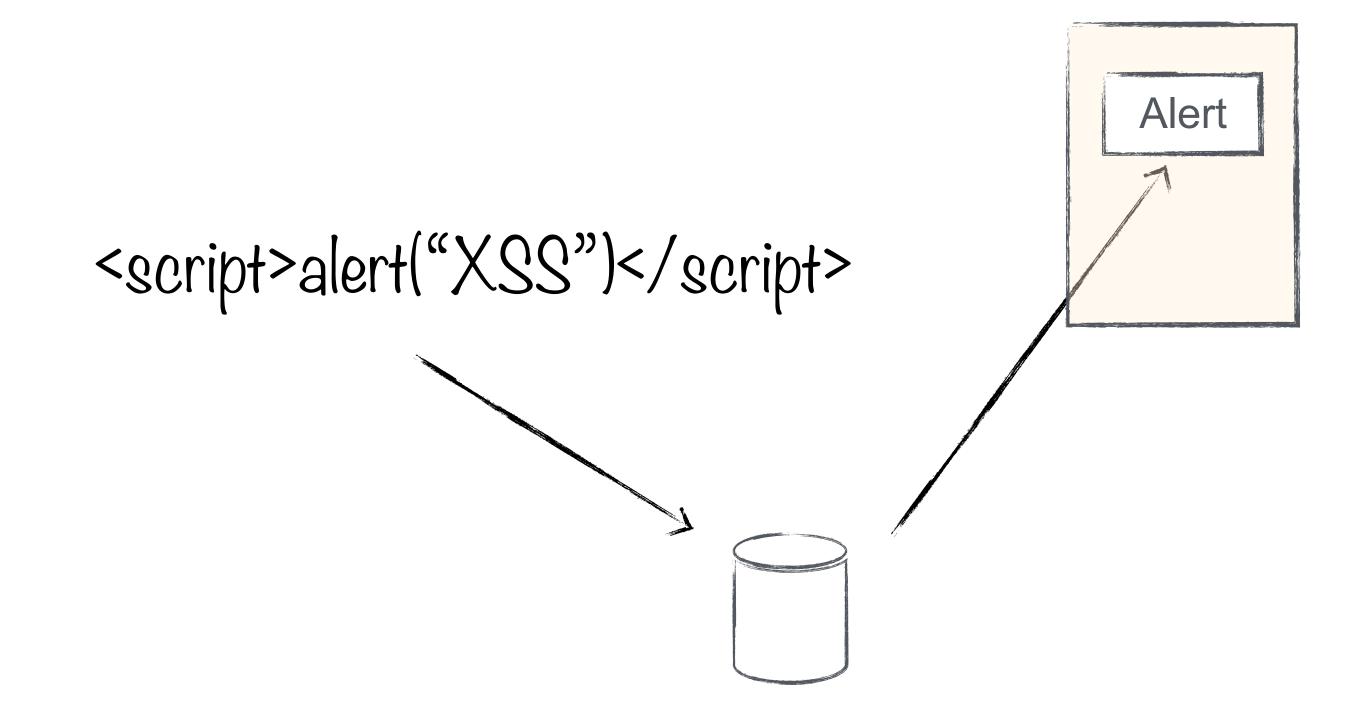
Case 1: Cross Site Scripting (XSS)





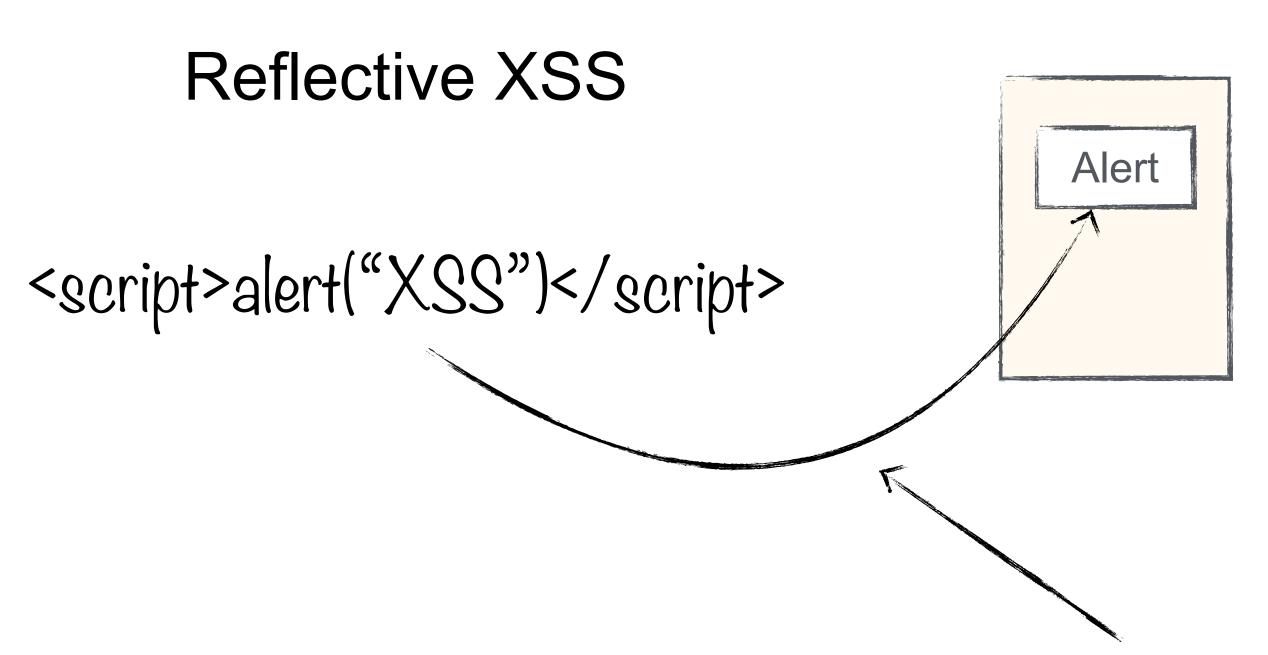


Stored XSS





Reflective XSS

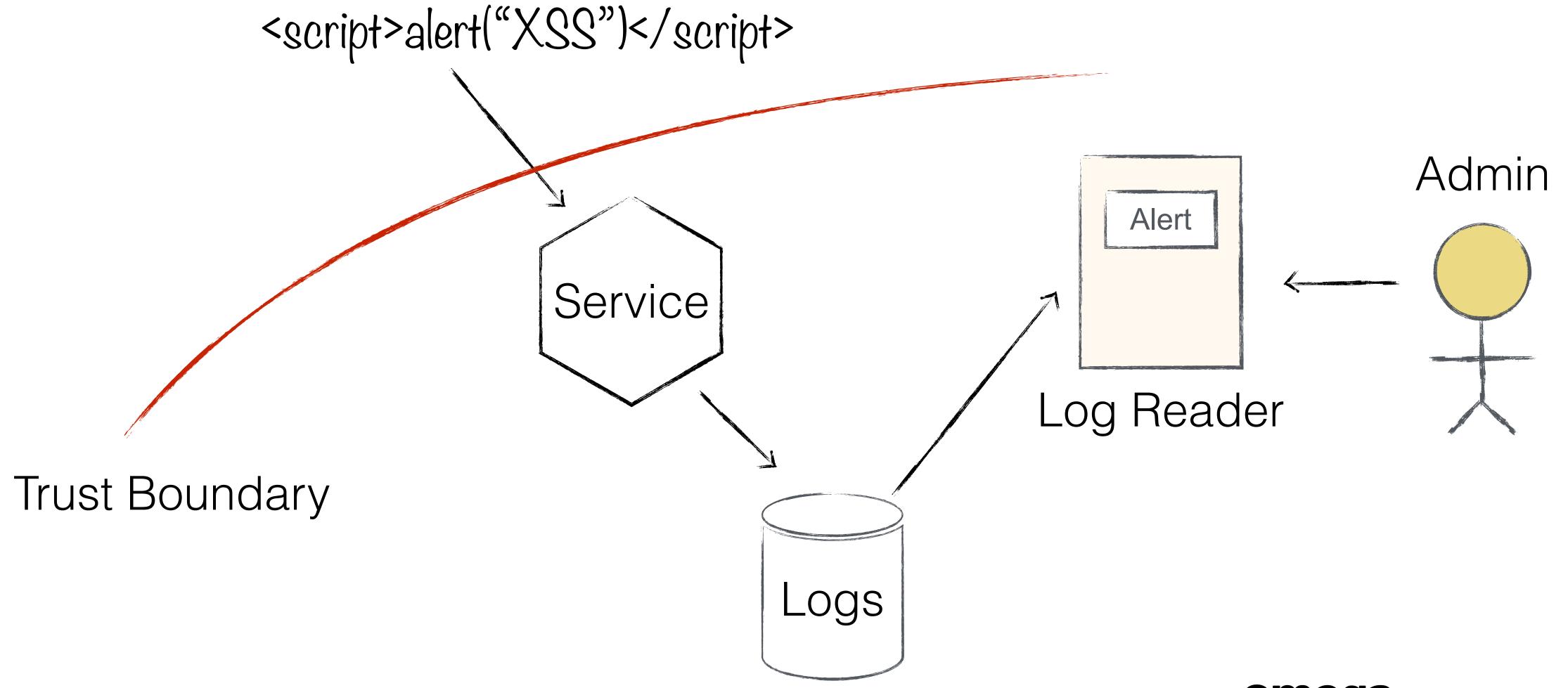


IllegalArgumentException("<script>alert("XSS")</script>")





2nd order XSS

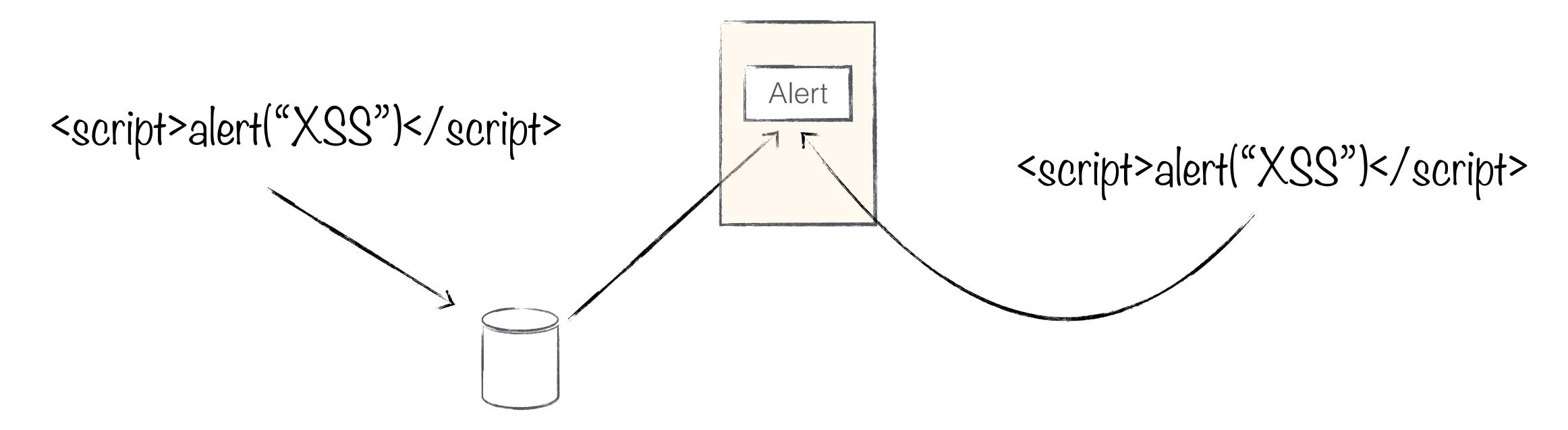




omega point. AVANZA III

Technical Analysis

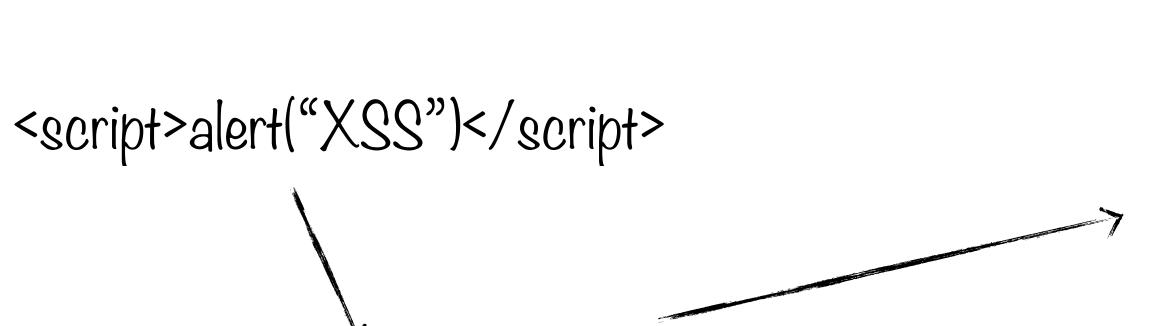
"Phone number" isn't escaped properly when rendered on the website – hence, it gets interpreted as code!



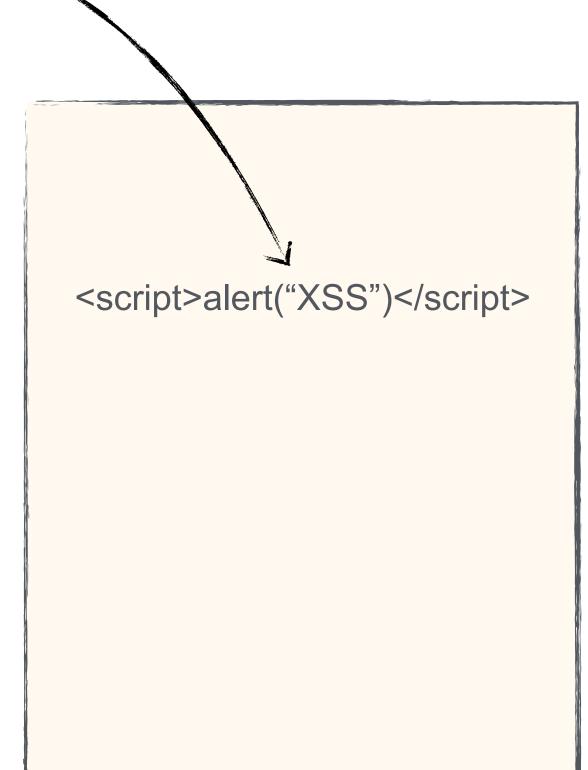


Technical Solution

Escape phone number so it can be rendered as text



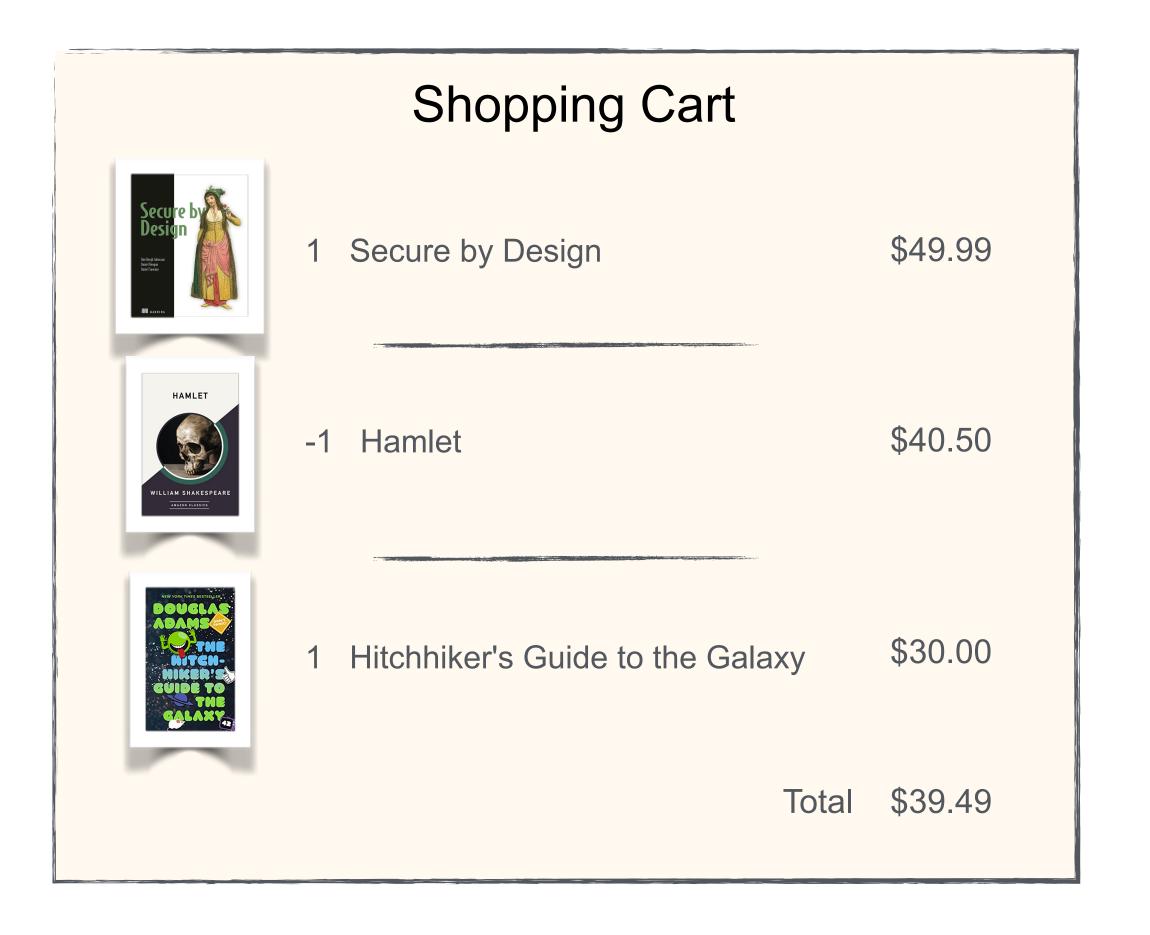
<script>alert(“XSS”)</script>





Case 2: Buying -1 books

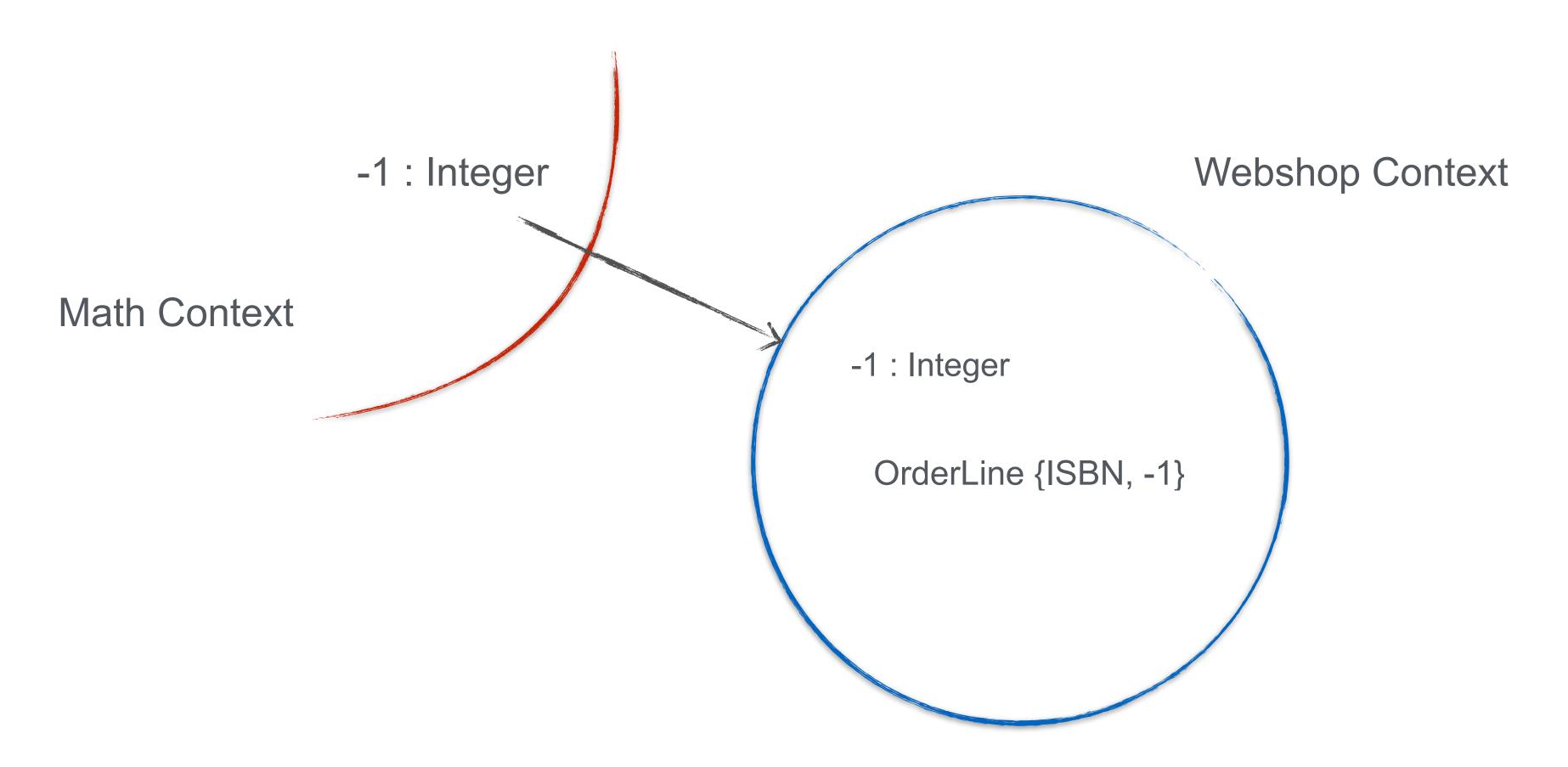








Analysis







But Quantity isn't an integer...

Integers form an Abelian Group

- Closure: a + b = integer
- Associativity: a + (b + c) = (a + b) + c
- Commutativity: a + b = b + a
- Identity: a + 0 = a
- Inverse: a + (-a) = 0

Quantity

- a concept that's well defined with strict boundaries
- not closed under addition
- cannot be negative



Domain Primitives

"A value object so precise in its definition that it, by its mere existence, manifests its validity is called a Domain Primitive."

- Secure by Design

- Can only exist if its value is valid
- Building block that's native to your domain
- Valid in the current context
- Immutable and resemble a value object in DDD



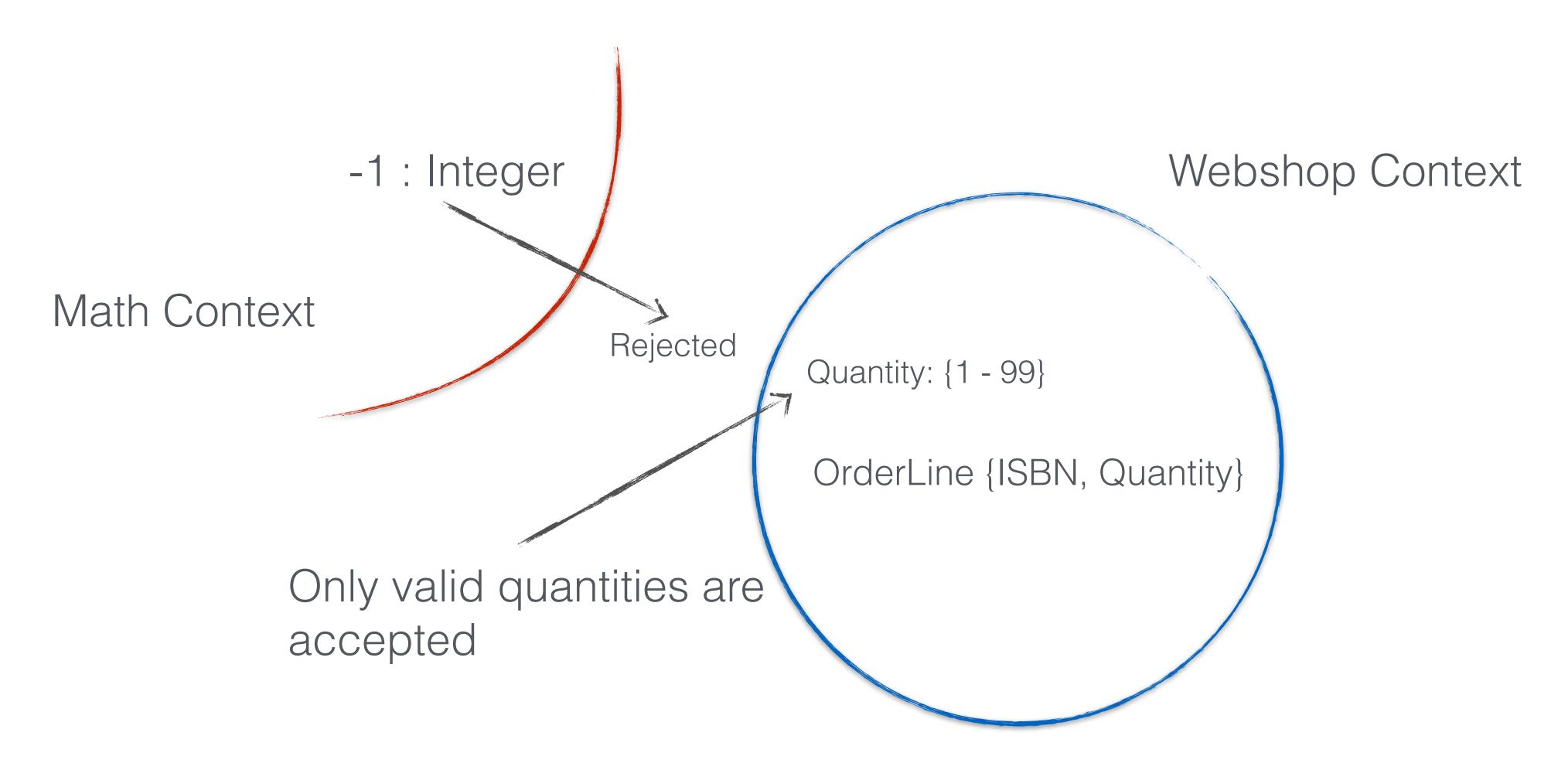
Quantity as a Domain Primitive

```
public final class Quantity {
   private final int value;
  public Quantity(final int value) {
      inclusiveBetween(1, 99, value);
      this.value = value;
  //Domain specific quantity operations...
```





Invalid quantities are rejected







Domain Primitives tighten your design

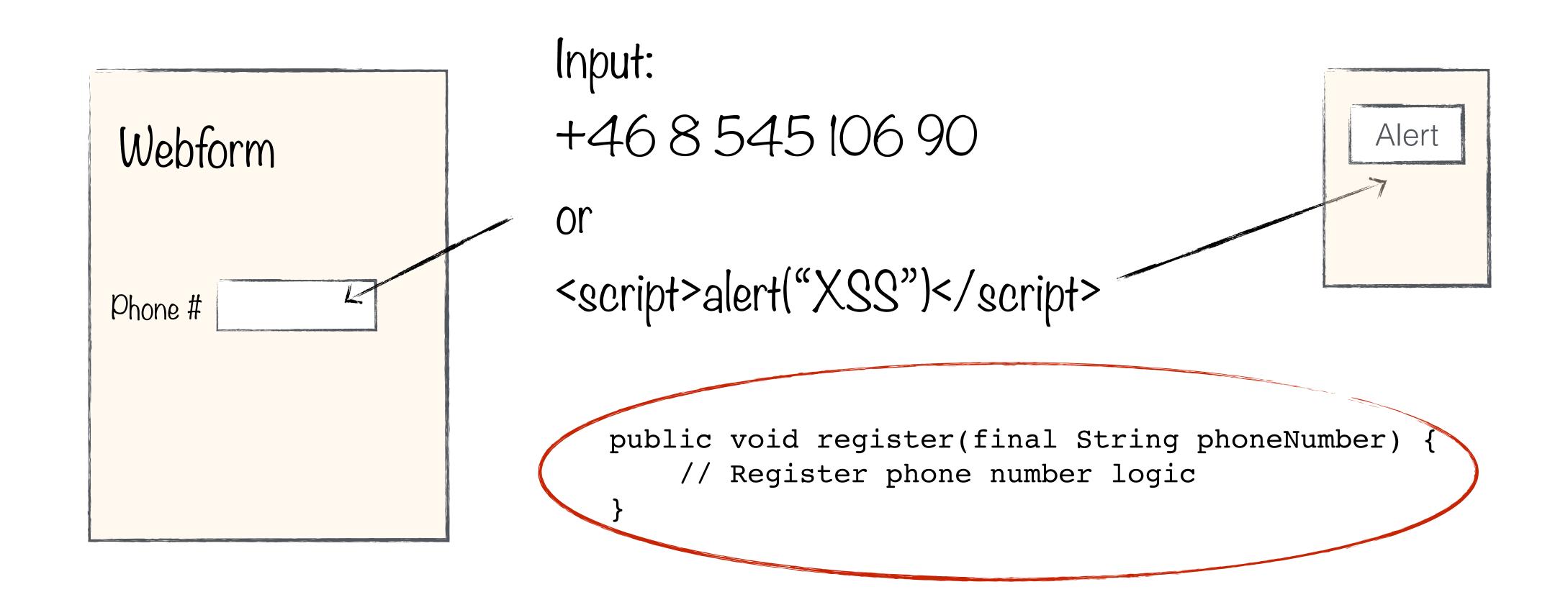
Domain Primitives tighten your design by explicitly stating requirements and assumptions.

They also make it harder to inject data that doesn't meet the expectations.

Let's see if this pattern allows us to address XSS attacks implicitly.

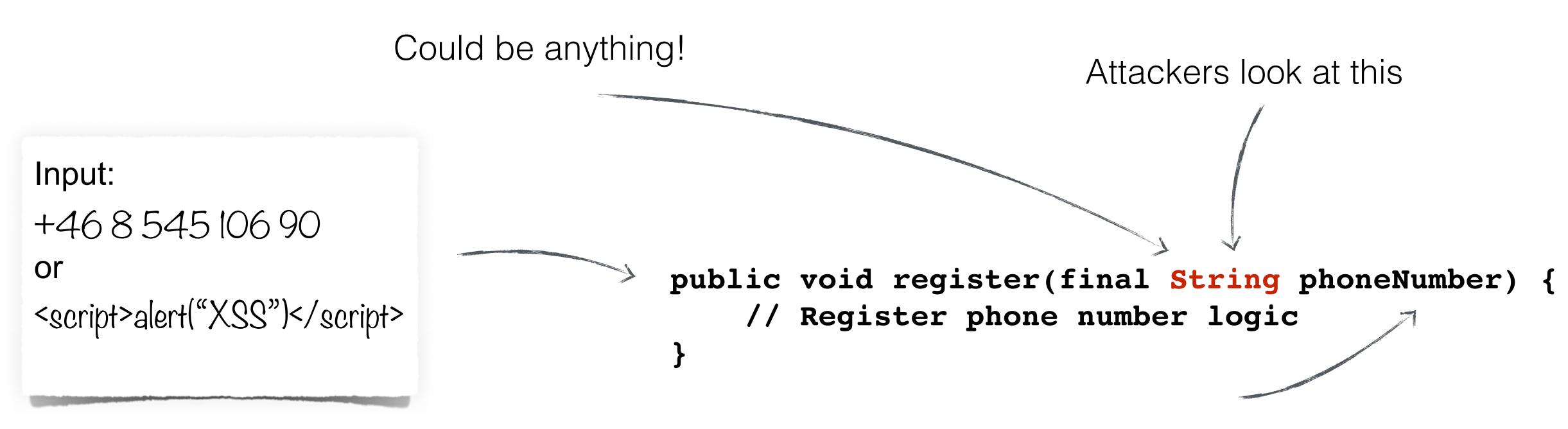


We want to prevent invalid phone numbers...





But String Accepts Anything!

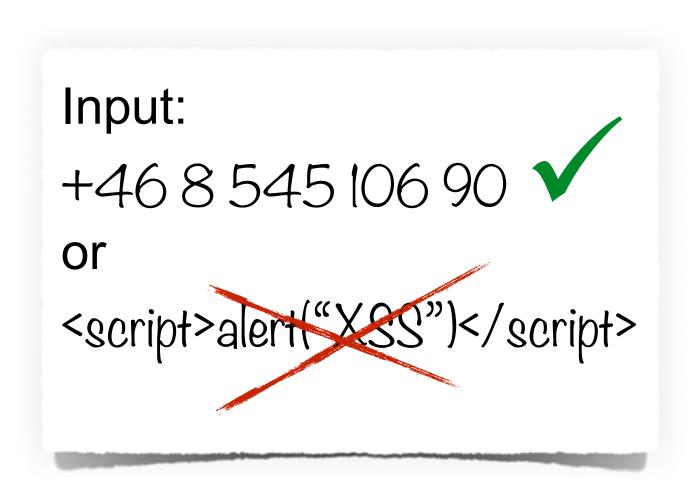


Developers mostly look at this to understand the intention





Use a Domain Primitive Instead



```
Can only be valid phone numbers
by definition!

public void register(final PhoneNumber phoneNumber) {
    // Register phone number logic
```



Domain Primitives "prevent" XSS

The **PhoneNumber** domain primitive enforce domain rule validation at creation time.

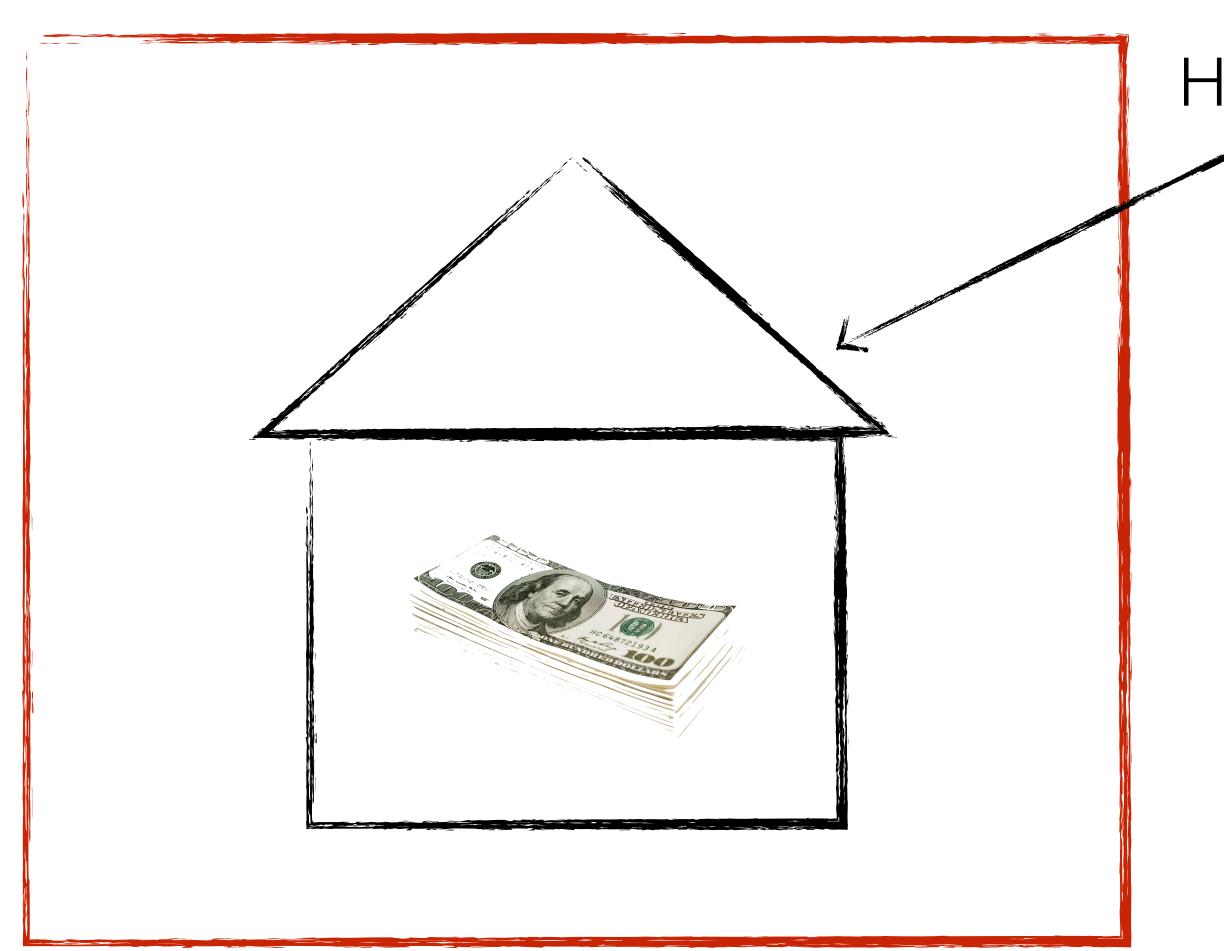
This reduces the attack vector to data that meets the rules in the context where it's used.

<script>alert("XSS")</script> doesn't meet the rules and is
rejected by design.

But what about escaping – do we need it?



Security in Depth

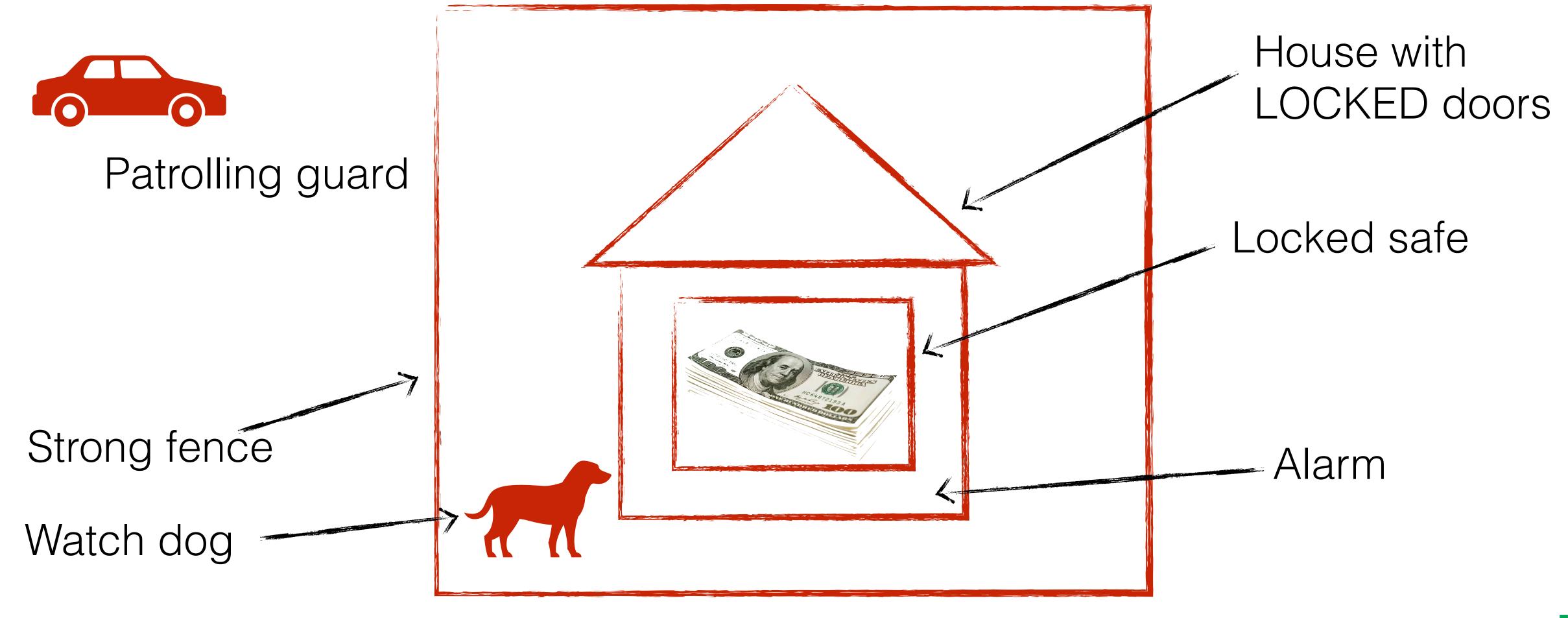


House without locks

Strong fence



Security in Depth

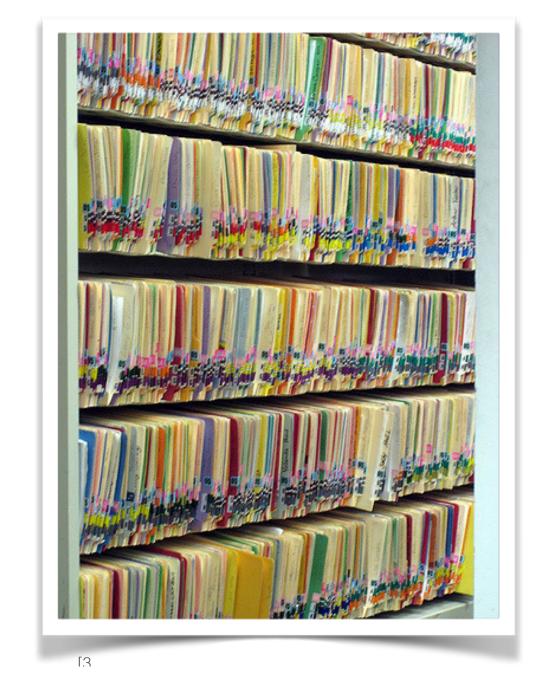






But...

... it becomes a lot of classes!



... isn't it overly complex?



... what about performance?







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CIA



Confidentiality – data must only be disclosed to authorized users

Integrity – data modification is only allowed in an authorized manner

Availability – data must be available when needed



Availability and Mutable State

Mutable state makes it difficult to apply horizontal scaling of an application.

Ensuring availability along with mutable state is hard.

So, is there a design pattern that both facilitates availability and mutability?



Design Stereotypes in DDD

Value objects are immutable objects that don't have a conceptual identity – we only care about its value, e.g. a business card or a \$100 bill. We replace value objects with **Domain Primitives** to make them **secure**.

Entities are objects that aren't identified by their attributes, but rather by their identity and lifespan – for example, a customer or a court case.

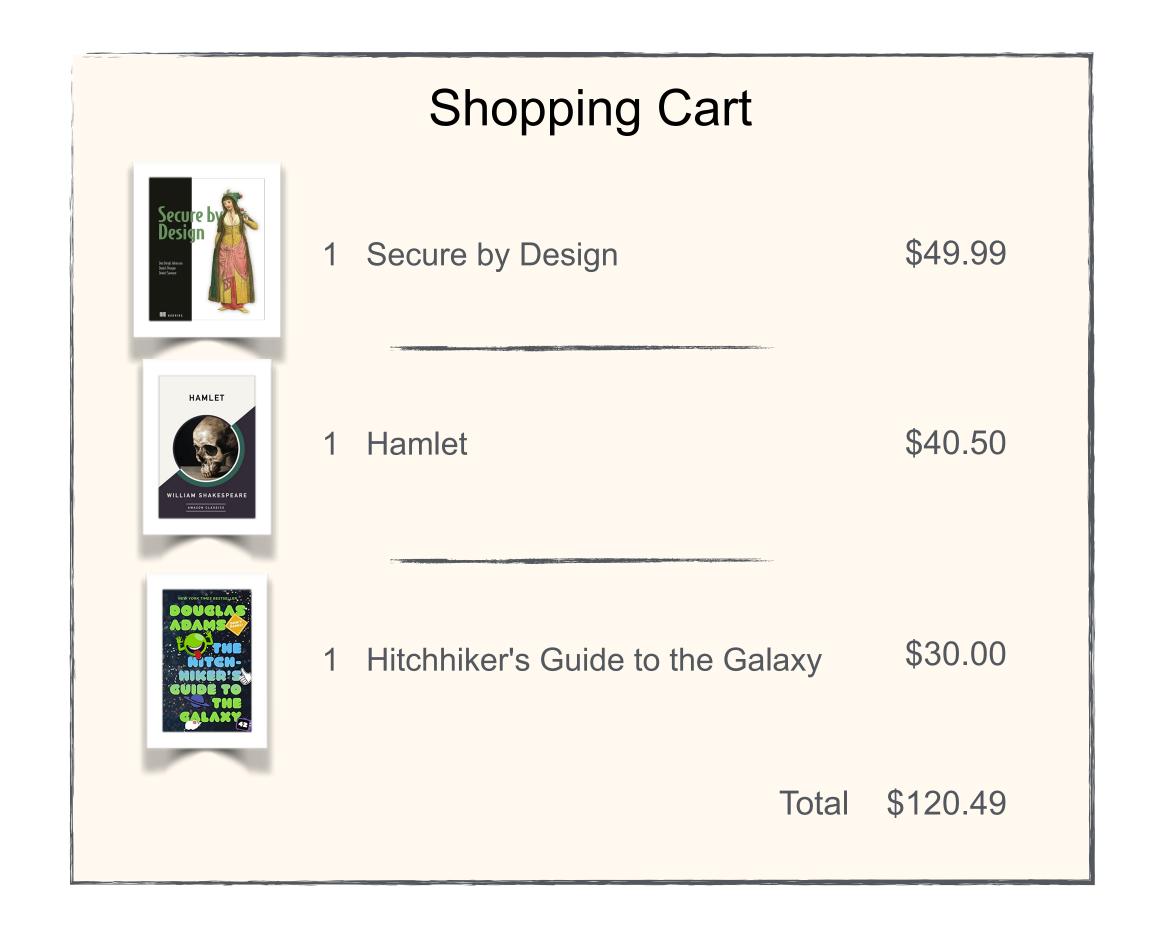


How should we represent an Order?

An order may change state (open, closed, paid, etc).

Makes sense to model an order as an entity

But how can we solve the problems that comes with mutability?







Entity Snapshots

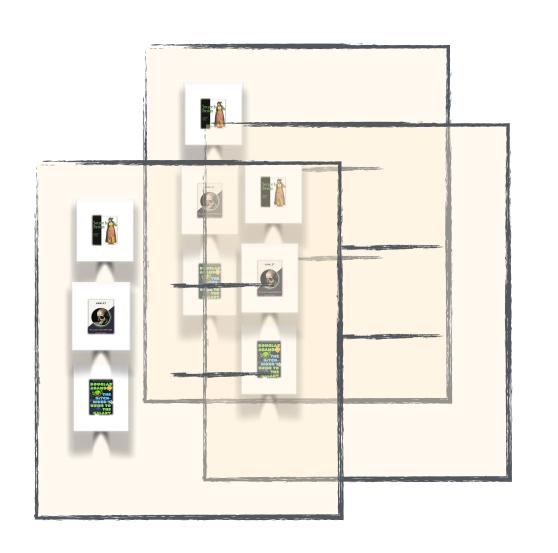
Entities are often mutable by design, but we don't need to implement it as a mutable object in code.

If we separate mutating operations from read operations, the representation of an entity can be immutable.

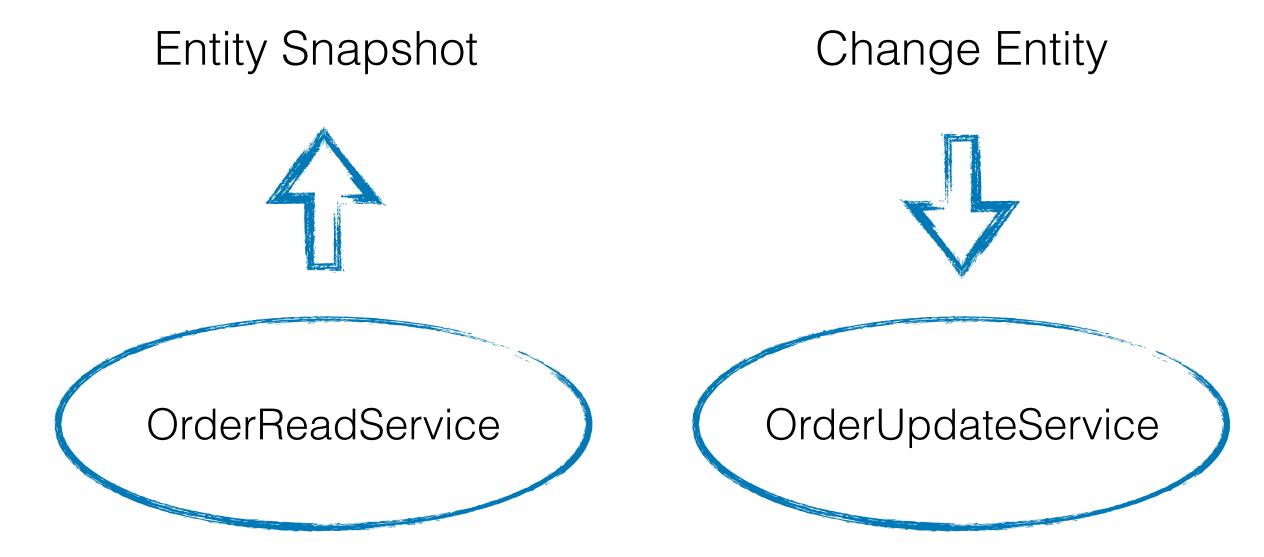
This makes the entity "look" like a Domain Primitive that facilitate availability and scalability!



Order as an Entity Snapshot



Entity Snapshots





Order as a Mutable Entity

```
public final class Order {
    private final OrderId id; // entity id
    private final List<OrderItem> orderItems = new ArrayList<>();
    public Order(final OrderId id) {
        this.id = notNull(id);
    public void addItem(final OrderItem item) {
        orderItems.add(notNull(item));
    public List<OrderItem> orderItems() {
        return orderItems;
    public OrderId id() {
        return id;
```





Order as an Entity Snapshot

Domain rules enforced in constructor

```
public final class Order {
   private final OrderId id; // entity id
   private final List<OrderItem> orderItems;
   public Order(final OrderId id, final List<OrderItem> orderItems) {
        noNullElements(orderItems);
       notNull(id);
        this.id = id;
        this.orderItems = unmodifiableList(new ArrayList<>(orderItems));
   public List<OrderItem> orderItems() {
        return orderItems;
   public OrderId id() {
        return id;
   // ...
```





Updating an Order

```
final OrderId id = ...;
final OrderItem item = ...;
orderUpdateService.addItemToOrder(id, item); // Async update
```



But...

... what about performance?



... isn't it overly complex?









Entity Snapshots

- Removes many of the issues with mutable state such as
 - Availability
 - Consistency
- Gets all benefits from Domain Primitives



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Accidental Leakage

Typical causes:

- Logs
- Session persistence
- Evolving domain model

Evolving domain model

Remodeling
User
-name
-nickname
-age

User

- name
- nickname
- age
- -SSN







Read-once Object

```
public final class SensitiveValue implements Externalizable {
   private transient final AtomicReference<String> value;
   public SensitiveValue(final String value) {
     // Check domain-specific invariants
     this.value = new AtomicReference<>(value);
   public String value() {
      return notNull(value.getAndSet(null), "Sensitive value has already been consumed");
  @Override
   public String toString() {
      return "SensitiveValue{value=*****}";
  @Override
   public void writeExternal(final ObjectOutput out) {
     throw new UnsupportedOperationException("Not allowed on sensitive value");
  @Override
   public void readExternal(final ObjectInput in) {
      throw new UnsupportedOperationException("Not allowed on sensitive value");
```





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Summary

Many security weaknesses can be avoided using Secure by Design

- Domain Primitives

- significantly reduce the attack surface
- facilitate security in depth
- reduce the risk of injection attacks

- Entity Snapshot

- immutable
- takes on similar properties of a domain primitive
- facilitate availability and scalability

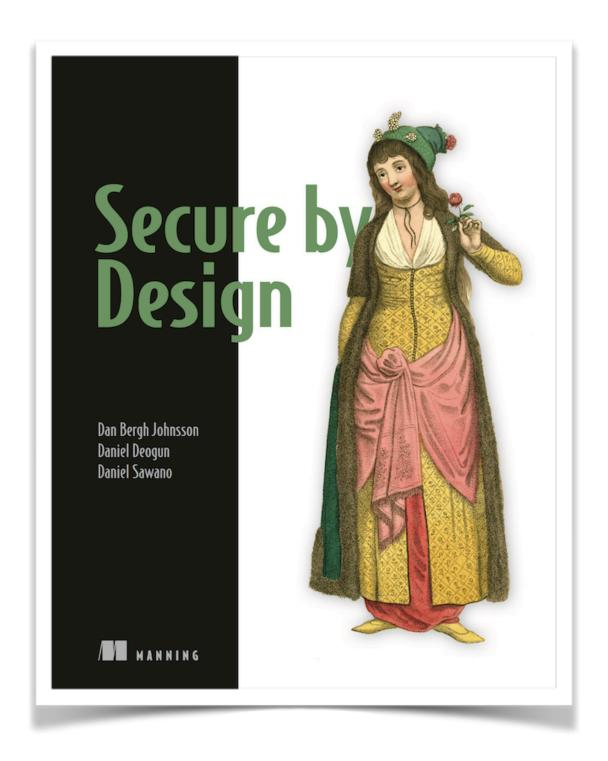
- Read-once objects

- detects accidental data leakage





Manning Publication



bit.ly/secure-by-design

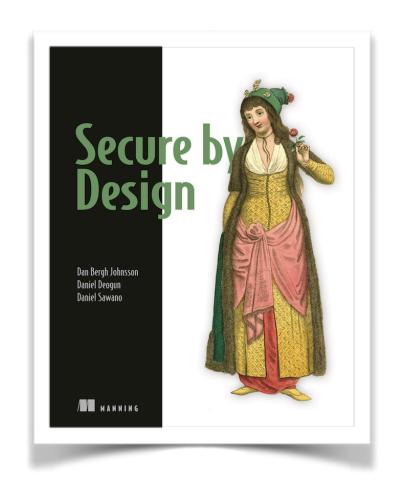
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QA

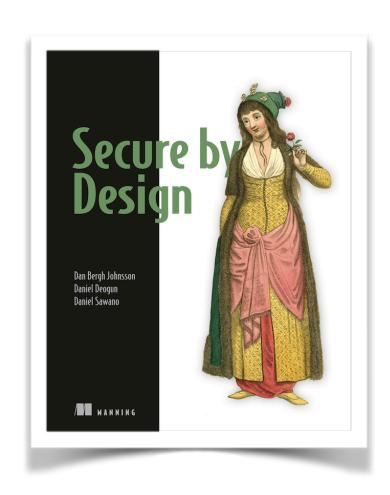




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Thanks



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References

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