Outline for October 6, 2006

Reading: §13

1. Greetings and felicitations!
   a. Puzzle of the day

2. Common Implementation Vulnerabilities
   a. Race conditions (*term flaw, signals)
   b. Environment variables (*i one-upsmanship)
   c. Not resetting privileges (Purdue Games incident)

3. Principles of Secure Design
   a. Principle of Least Privilege
   b. Principle of Fail-Safe Defaults
   c. Principle of Economy of Mechanism