Outline for October 11, 2006

Reading: §23.1–23.2

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

2. System Analysis
   a. Learn everything you can about the system
   b. Learn everything you can about operational procedures
   c. Compare to other systems

3. Hypothesis Generation
   a. Study the system, look for inconsistencies in interfaces
   b. Compare to other systems' flaws
   c. Compare to vulnerabilities models

4. Hypothesis testing
   a. Look at system code, see if it would work (live experiment may be unneeded)
   b. If live experiment needed, observe usual protocols

5. Generalization
   a. See if other programs, interfaces, or subjects/objects suffer from the same problem
   b. See if this suggests a more generic type of flaw

6. Elimination

7. Examples
   a. MTS terminal system
   b. Burroughs system