1. Greetings and felicitations!

2. Puzzle of the Day

3. Human issues
   (a) Organizational problems
   (b) People problems

4. Principles of secure design
   (a) Principle of least privilege
   (b) Principle of fail-safe defaults
   (c) Principle of economy of mechanism
   (d) Principle of complete mediation
   (e) Principle of open design
   (f) Principle of separation of privilege
   (g) Principle of least common mechanism
   (h) Principle of least astonishment

5. Principles of robust programming
   (a) Maximum stupidity
   (b) Paranoia
   (c) Dangerous implements
   (d) Can’t happen