

Secure Programming in C/C++

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1 Course overview

This class is for C and C++ programmers who want to write code with fewer exploitable security bugs. The class focuses on the practice of C coding, and should be applicable to all software development models (e.g., agile development, the waterfall model, etc).

2 Course objectives

- Learn how to recognize and avoid common C and C++ coding errors, that can lead to exploitable bugs, including:
 - problems with integers, including value truncation, signed and unsigned mixing, overflow, and underflow.
 - format string errors.
 - buffer overflows on the stack and heap.
 - memory management issues (other than buffer overflow).
 - race conditions.
- Learn the security issues that apply only to C++.
- Learn about re-entrant code and why it is important for signal handling.
- Learn the importance and difficulty of erasing sensitive data.

3 Student background

If you are attending this class, then we assume that

- You have attended the “Building Secure Systems” class to understand that half of security problems are design flaws, and that you cannot code your way out of a bad design.

- You have working knowledge of C and/or C++.

Initial versions of the class will be run on Linux, which means that the students need to be familiar with an editor and file manipulation on Linux.

4 Logistics

The class lasts two days. The student computers need run Linux; eventually the class will work with Windows as well. The class uses the following software:

- development tools such as *make*
- Gnu C/C++ compiler
- Gnu C/C++ compiler (on Linux distribution but needed for Windows)
- Internet access
- Missing from C-coding.tex
- PhkMalloc (in class files)
- *gdb* (on Linux distribution but needed for Windows)
- *nm* (on Linux distribution)
- *objdump* (on Linux distribution but needed for Windows)
- *pscan*
- *rats* (on class web site)
- development tools such as *make*
- development tools such as *make* (on Linux distribution but needed for Windows)
- development tools such as *make* (on Linux distribution)
- electric fence (in class files)
- the GD library and include files (gd-devel)
- the PNG library and its include files
- valgrind

This class has no special network requirements beyond general Internet access.

The class needs a web server for the class web site. The instructor's laptop may be this web server; otherwise the machine provided in the classroom for the instructor is a good choice. This machine obviously will need web server software installed.

5 Class outline

1. Introduction (Lecture: 15; Lab: 0)
 - (a) Class Introductions
 - (b) Class Logistics
 - i. Class schedule
 - ii. Breaks
 - iii. Question policy

- iv. Break room and restroom locations
 - v. Assumptions about your background
 - (c) Typographic conventions
- 2. Secure C/C++ Programming (Lecture: 15; Lab: 0)
 - (a) A real exploit program
 - (b) Security is a process, not a product
 - (c) Adding cryptography does not make a program secure
 - (d) C++ versus C
 - (e) Summary
- 3. Security and the software development life cycle (Lecture: 25; Lab: 20)
 - (a) Introduction
 - (b) Requirements
 - i. Example
 - ii. Use, Abuse, and Misuse cases
 - (c) Design/Architecture
 - i. Design is critical
 - ii. Properly-written specifications
 - (d) Code development
 - i. Implementation is critical
 - (e) Testing
 - (f) Operations/maintenance
 - (g) Agile development
 - (h) Penetrate and patch is the wrong approach
 - (i) Summary
 - (j) Lab
- 4. Integer operations (Lecture: 40; Lab: 75)
 - (a) Introduction
 - (b) Value truncation
 - i. Example
 - ii. Example
 - iii. How can you avoid this problem?
 - (c) Integer overflow and underflow
 - i. Examples
 - ii. How can you avoid this problem?
 - (d) Signed/unsigned problems
 - i. Example
 - ii. How can you avoid this problem?
 - (e) Non-exceptional conditions
 - (f) Summary

- (g) Lab
- 5. Buffer overflow introduction (Lecture: 20; Lab: 0)
 - (a) Introduction
 - (b) A simple buffer overflow example
 - (c) Memory layout
 - i. Example
 - (d) Summary
- 6. Stack overflows (Lecture: 20; Lab: 60)
 - (a) Introduction
 - (b) Exploit: calling another function
 - (c) Other exploits for stack overflows
 - (d) More stack overflow information
 - (e) A real stack overflow exploit program
 - (f) Avoiding these problems
 - (g) Summary
 - (h) Lab
- 7. Heap and other data segment overflows (Lecture: 15; Lab: 40)
 - (a) Introduction
 - i. Example
 - (b) The heap
 - i. Example
 - (c) Heap data structure attacks
 - (d) Common programming errors
 - (e) Example
 - (f) Avoiding these problems
 - (g) Summary
 - (h) Lab
- 8. Pointer issues (Lecture: 35; Lab: 50)
 - (a) Introduction
 - i. Example
 - (b) Pointers to functions
 - (c) C++ virtual method table
 - i. Example
 - ii. Destructors
 - (d) Global offset table (GOT)
 - (e) The `.dtors` section
 - i. Example
 - (f) Exit handlers

- i. Example
 - (g) **setjmp/longjmp**
 - (h) Exception handling
 - (i) Avoiding these problems
 - (j) Summary
 - (k) Lab
- 9. Buffer overflow avoidance and mitigation (Lecture: 45; Lab: 45)
 - (a) Standard C library functions
 - i. Example
 - ii. Alternate functions/libraries
 - (b) **malloc** aids
 - i. PhkMalloc
 - ii. Electric fence
 - (c) Die Hard
 - (d) *valgrind*
 - i. Example
 - (e) Programming strategies
 - (f) OS- and compiler-level countermeasures
 - i. General
 - ii. Stack
 - iii. Heap
 - (g) Summary
 - (h) Lab
- 10. Format string errors (Lecture: 25; Lab: 60)
 - (a) Introduction
 - i. Example
 - (b) It gets worse!
 - (c) A real attack program
 - (d) The problem
 - (e) How can you avoid this problem?
 - (f) Summary
 - (g) Lab
- 11. Tips and techniques (Lecture: 35; Lab: 45)
 - (a) Fail securely
 - i. Example
 - (b) Validate *all* input
 - (c) Only output safe data
 - (d) C++ class libraries and templates
 - (e) Exception handling

- (f) Complete coverage
 - i. Example
 - (g) Tools
 - i. Static analysis tools
 - ii. Dynamic analysis tools
 - iii. Testing tools
 - (h) Summary
 - (i) Lab
12. Process issues (Lecture: 20; Lab: 25)
- (a) Erasing data
 - i. The problem
 - ii. Some solutions
 - (b) Signals
 - i. Signal-safe calls
 - (c) Signal race conditions
 - i. How to avoid these problems
 - (d) Summary
 - (e) Lab
13. Filesystem Security Issues (Lecture: 20; Lab: 25)
- (a) Erasing data in the filesystem
 - i. The problem
 - ii. Solutions
 - A. Encrypting on-disk data
 - (b) Filesystem TOCTOU race conditions
 - i. Example: *passwd* command races
 - ii. Avoiding TOCTTOU problems
 - iii. Coding tips to reduce problems
 - iv. Example of **open** with **O_EXCL** and **O_CREAT**
 - (c) Temporary Files
 - i. Coding tips to reduce problems
 - (d) Summary
 - (e) Lab