

# Building Security In

CMSC 330 Summer 2020

# Security breaches

Just a few:

- **TJX** (2007) - 94 million records\*
- **Adobe** (2013) - 150 million records, 38 million users
- **eBay** (2014) - 145 million records
- **Anthem** (2014) - Records of 80 million customers
- **Target** (2013) - 110 million records
- **Heartland** (2008) - 160 million records

*\*containing SSNs, credit card nums, other private info*

<https://www.oneid.com/7-biggest-security-breaches-of-the-past-decade-2/>



# The 2017 Equifax Data Breach

- 148 million consumers' personal information stolen
- They collect every details of your personal life
  - Your SSN, Credit Card Numbers, Late Payments...
- You did not sign up for it
- You cannot ask them to stop collecting your data
- You have to pay to credit freeze/unfreeze



# Defects and Vulnerabilities

- Many (if not all of) these breaches begin by exploiting a **vulnerability**
- This is a *security-relevant* **software defect** (bug) or **design flaw** that can be **exploited** to effect an undesired behavior
- The **use of software is growing**
  - So: **more bugs and flaws**
  - Especially in places that are new to using software

Google  
2B LOC

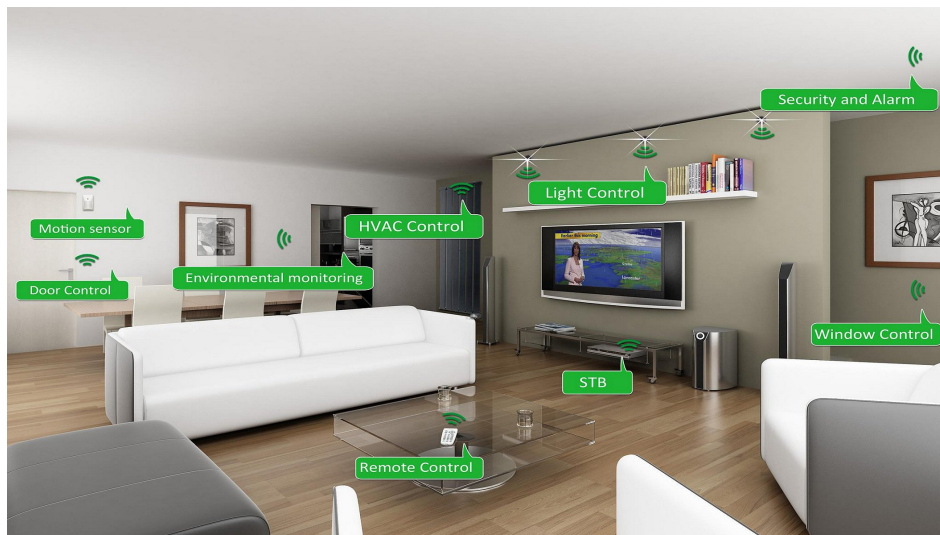
Windows  
50M LOC





# “Internet of Things” (IoT)

Amazon Alexa

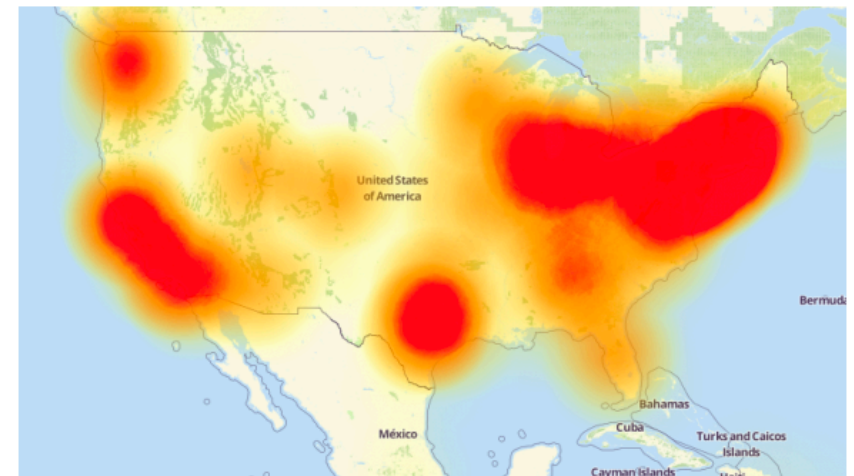


Google Home

## 21 Hacked Cameras, DVRs Powered Today's Massive Internet Outage

OCT 16

A massive and sustained Internet attack that has caused outages and network congestion today for a large number of Web sites was launched with the help of hacked “Internet of Things” (IoT) devices, such as CCTV video cameras and digital video recorders, new data suggests.



A depiction of the outages caused by today's attacks on Dyn, an Internet infrastructure company. Source: Downtetector.com.

<https://krebsonsecurity.com/2016/10/hacked-cameras-dvrs-powered-todays-massive-internet-outage/>

# Considering **Correctness**

- **All software is buggy**, isn't it? Haven't we been dealing with this for a long time?
- A **normal user never sees most bugs**, or figures out how to **work around** them
- Therefore, **companies fix the most likely bugs**, to save money

# Considering **Security**

Key difference:

***An attacker is not a normal user!***

- The attacker **will actively attempt to find defects**, using unusual interactions and features
- A **typical interaction** with a bug results in a **crash**
- An attacker will work to **exploit** the bug to do **much worse**, to achieve his goals

# Exploitable bugs

- Some **bugs** can be **exploited**
  - An attacker can control how the program runs so that any incorrect behavior serves the attacker
- **Many kinds of exploits** have been developed over time, with technical names like
  - Buffer overflow
  - Use after free
  - SQL injection
  - Command injection
  - Privilege escalation
  - Cross-site scripting
  - Path traversal
  - ...

# What is a buffer overflow?

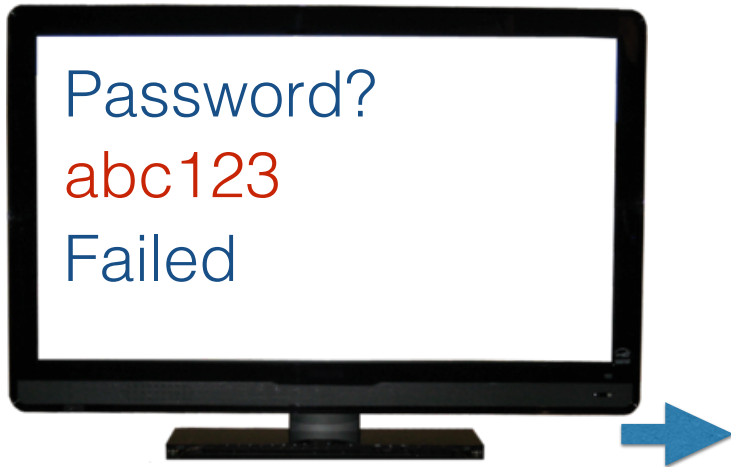
- A buffer overflow is a dangerous bug that affects programs written in **C** and **C++**
- **Normally**, a program with this bug will simply **crash**
- But an **attacker** can alter the situations that cause the program to **do much worse**
  - **Steal** private information
  - **Corrupt** valuable information
  - **Run code** of the attacker's choice



# Buffer overflows from 10,000 ft

- **Buffer =**
  - Block of memory associated with a variable
- **Overflow =**
  - Put more into the buffer than it can hold
- **Where does the overflowing data go?**

*Learn more in CMSC 414!*



# Normal interaction

## Instructions

## Data

X = abc123

1. print "Password?" to the screen
2. read input into variable X
3. if X ~~matches~~ the password then log in
4. else print "Failed" to the screen



# Exploitation

## Instructions

## Data

X = Overflow!!!! 3.log in

1. print "Password?" to the screen

2. read input into variable X

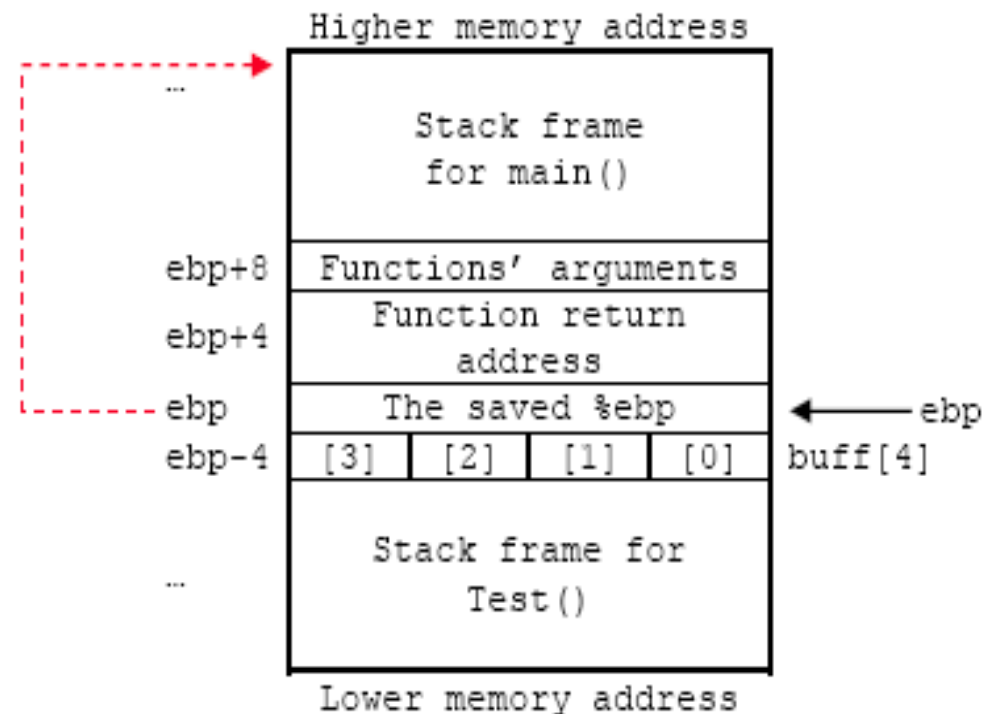
4. else print "Failed" to the screen



# What happened?

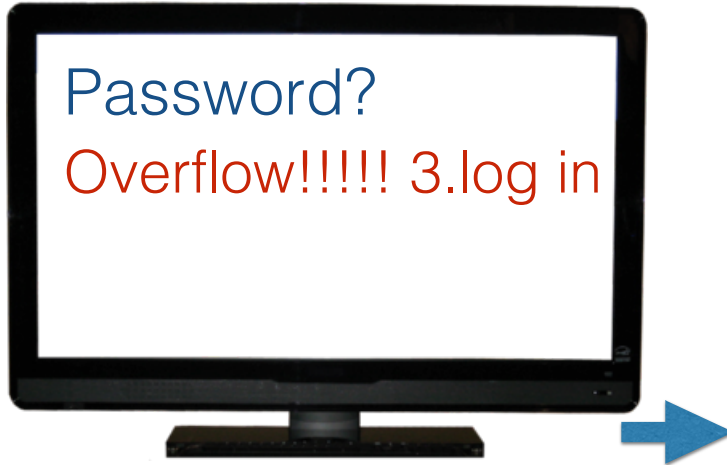
- For C/C++ programs
  - A buffer with the password could be a local variable
- Therefore
  - The input is too long, and overruns the buffer
  - The attacker's input includes machine instructions
  - The overrun rewrites the return address to point into the buffer, at the machine instructions
  - When the call "returns" it executes the attacker's code

**strcpy(buff, "abc");**



# Stopping the attack

- **Buffer overflows** rely on the ability to **read or write outside the bounds of a buffer**
- **C and C++** programs expect the **programmer** to ensure this never happens
  - But humans (regularly) make mistakes!
- Other languages (like **Python, OCaml, Java**, etc.) ensure buffer sizes are respected
  - The **compiler** inserts checks at reads/writes
  - Such checks can halt the program
  - But will **prevent a bug from being exploited**



# Preventing Exploitation

## Instructions

1. print "Password?" to the screen

2. read input into variable X

3. if X matches the password then log in

4. else print "Failed" to the screen

## Data

X = Overflow! 

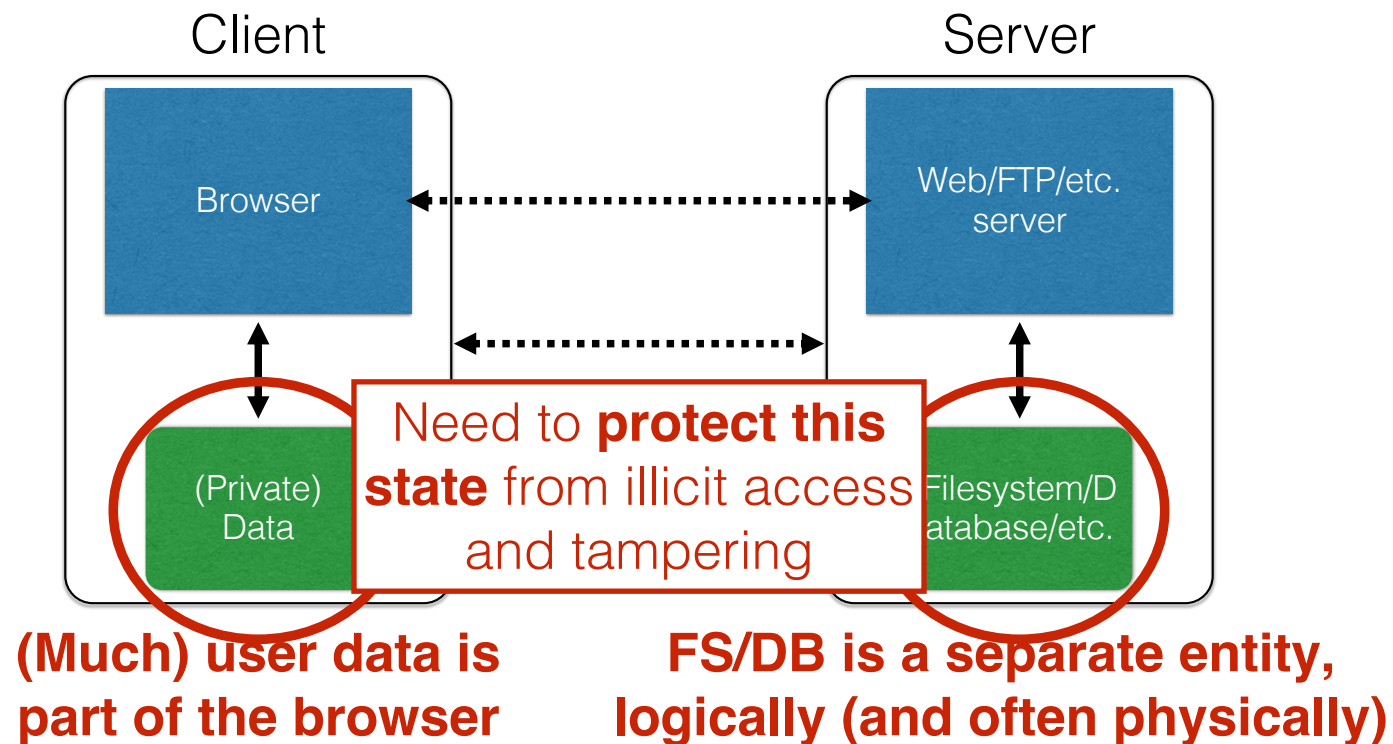
*Program halted*

# Key idea

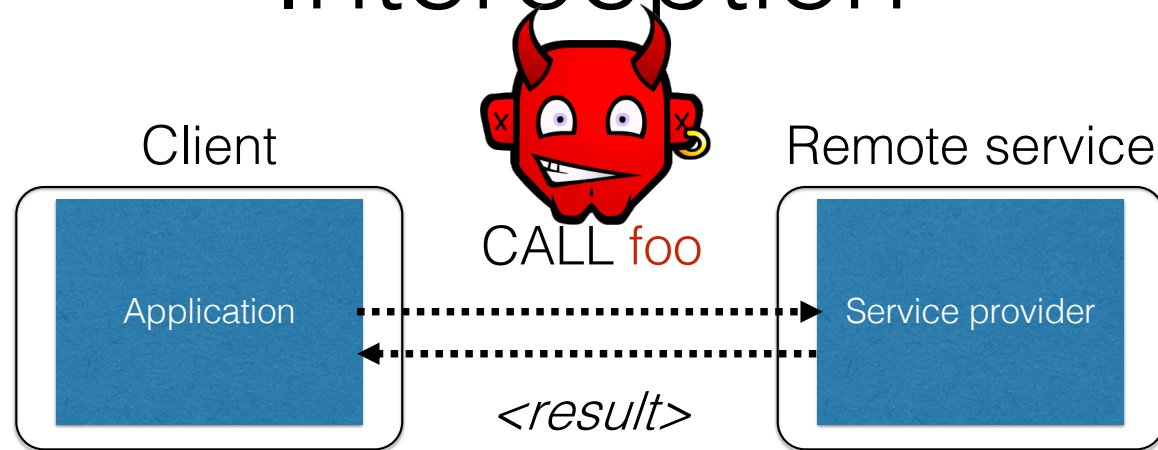
- The key feature of the buffer overflow attack is the attacker getting the application to **treat attacker-provided data as instructions (code) or code parameters**
- This feature appears in many **other exploits** too
  - SQL injection treats data as **database queries**
  - Cross-site scripting treats data as **browser commands**
  - Command injection treats data as **operating system commands**
  - Etc.
- Sometimes the language helps (e.g., type safety)
  - Sometimes the programmer needs to do more work

# Attack Scenarios

# The Internet, in one slide

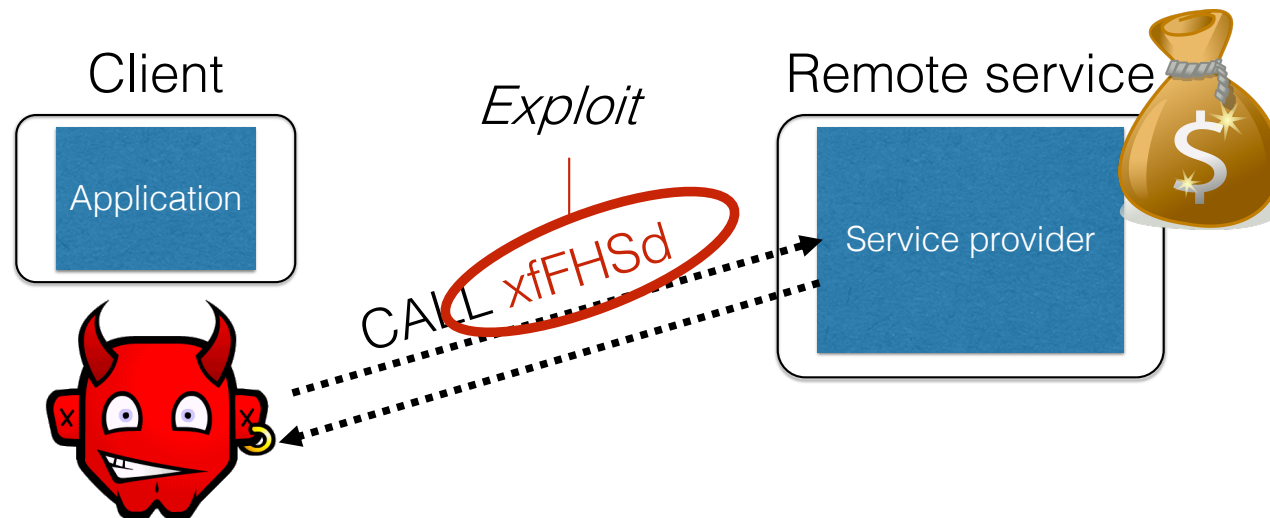


# Interception



- **Calls** to remote services could be **intercepted** by an adversary
  - **Snoop** on inputs/outputs
  - **Corrupt** inputs/outputs
- Avoid this possibility using **cryptography** (CMSC 414, CMSC 456)

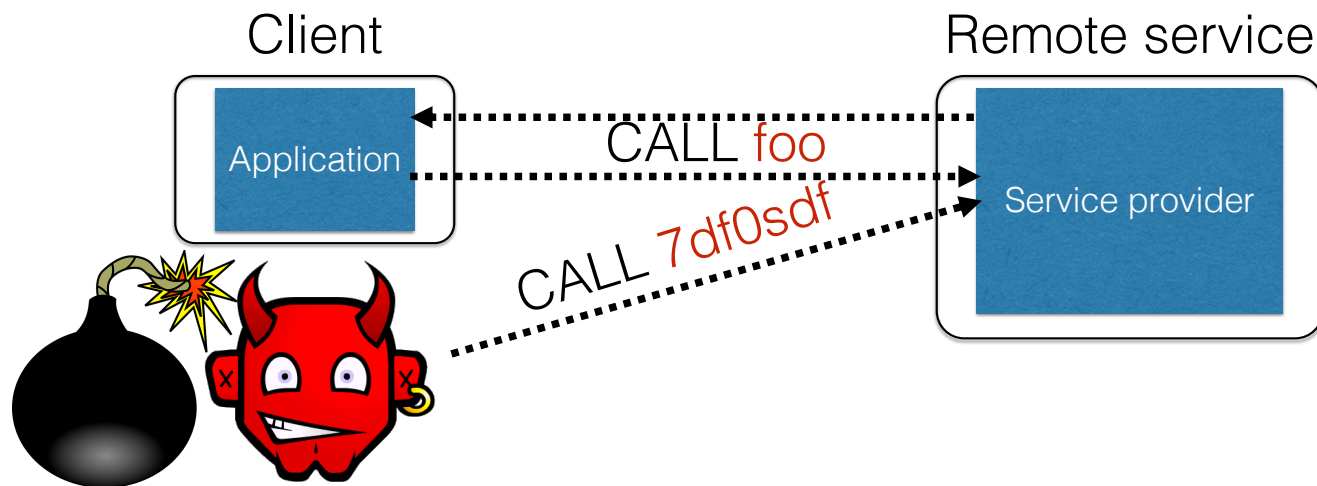
# Malicious clients



- Server needs to **protect itself against malicious clients**
  - Won't run the software the server expects
  - Will probe the limits of the interface



# Passing the buck



- **Server needs to protect good clients** from malicious clients that will try to launch attacks via the server
  - Corrupt the server state (e.g., uploading malicious files or code)
  - Good client interaction affected as a result (e.g., getting the malware)

# Defensive measures

- Two key actions the server can take:
- **Validate that client inputs are well formed**
  - Fallacy: Focus on testing that good inputs produce good behavior
  - Must (also) ensure that malformed inputs result in benign behavior
- Mitigate harm that might result by **minimizing the trusted computing base**
  - Isolate trusted components, or minimize privilege to precisely what is needed, in case something goes wrong

# Quiz 1: What are reasonable assumptions?

Suppose you are writing a PDF viewer that is leaner and better than Acrobat Reader. Which can you assume?

- A. PDF files given to your reader will always be well-formed
- B. PDF files will never exceed a particular size
- C. Your viewer will never be used as part of an Internet-hosted service
- D. None of the above

# Quiz 1: What are reasonable assumptions?

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- D. None of the above**

# Validating inputs

# What's wrong with this Ruby code?

*catwrapper.rb:*

```
if ARGV.length < 1 then
  puts "required argument: textfile path"
  exit 1
end

# call cat command on given argument
system("cat "+ARGV[0])

exit 0
```

# Possible Interaction

```
> ls
catwrapper.rb
hello.txt

> ruby catwrapper.rb hello.txt
Hello world!

> ruby catwrapper.rb catwrapper.rb
if ARGV.Length < 1 then
  puts "required argument: textfile path"
...

> ruby catwrapper.rb "hello.txt; rm hello.txt"
Hello world!

> ls
catwrapper.rb
```

## Quiz 2: What happened?

- A. `cat` was given a file named `hello.txt`; `rm hello.txt` which doesn't exist
- B. `system()` interpreted the string as having two commands, and executed them both
- C. `cat` was given three files – `hello.txt`; and `rm` and `hello.txt` – but halted when it couldn't find the second of these
- D. `ARGV[0]` contains `hello.txt` (only), which was then catted

### *catwrapper.rb:*

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exit 0
```

```
> ruby catwrapper.rb "hello.txt; rm hello.txt"
Hello world!
> ls
catwrapper.rb
```



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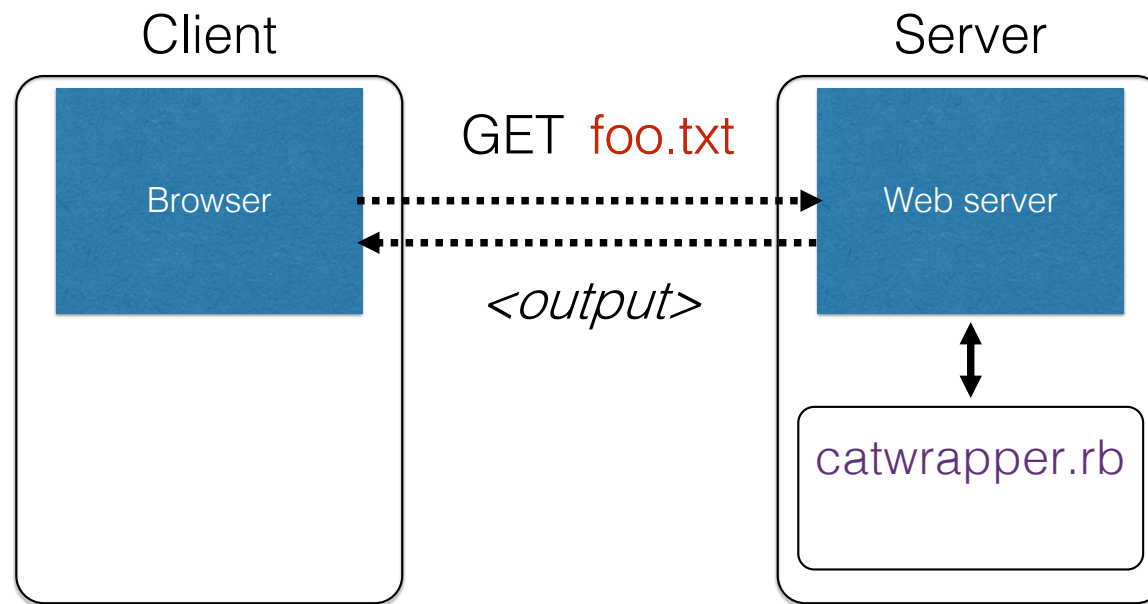
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system("cat "+ARGV[0])

exit 0
```

```
> ruby catwrapper.rb "hello.txt; rm hello.txt"
Hello world!
> ls
catwrapper.rb
```

# Possible deployment



# Consequences?

- If `catwrapper.rb` is part of a web service
  - **Input is untrusted** — could be anything
  - But we only want requestors to read (see) the contents of the files, not to do anything else
  - Current code is too powerful: vulnerable to

## ***command injection***

- How to fix it?

## **Need to validate inputs**

[https://www.owasp.org/index.php/Command\\_Injection](https://www.owasp.org/index.php/Command_Injection)

# Equifax: What happened

- Equifax used Struts which failed to properly vet input prior to using deserialization. Ruby had a similar bug sometime back.
- Vulnerability was discovered in a popular open-source software package Apache Struts, a programming framework for building web applications in Java
- The framework's popular REST plugin is vulnerable. The REST plugin is used to handle web requests, like data sent to a server from a form a user has filled out.
- The vulnerability relates to how Struts parses that kind of data and converts it into information that can be interpreted by the Java programming language.
- When the vulnerability is successfully exploited, malicious code can be hidden inside of such data, and executed when Struts attempts to convert it.
- Intruders can inject malware into web servers, without being detected, and use it to steal or delete sensitive data, or infect computers with ransomware, among other things.

# Input Validation

- We expect input of a certain form
  - But we cannot guarantee it always has it
    - it's under the attacker's control
  - So we must **validate it before we trust it**
- **Making input trustworthy**
  - **Sanitize it** by modifying it or using it in such a way that the result is correctly formed by construction
  - **Check it** has the expected form, and reject it if not

# Checking: Blacklisting

- **Reject** strings with possibly bad chars: ' ; --

```
if ARGV[0] =~ /;/ then
  puts "illegal argument"
  exit 1
else
  system("cat "+ARGV[0])
end
```

*reject inputs  
that have ; in  
them*

```
> ruby catwrapper.rb "hello.txt; rm hello.txt"
illegal argument
```

# Sanitization: Blacklisting

- Delete the characters you don't want: ' ; --

```
system("cat "+ARGV[0].tr(";",""))
```

*delete  
occurrences  
of ; from input  
string*

```
> ruby catwrapper.rb "hello.txt; rm hello.txt"
Hello world!
cat: rm: No such file or directory
Hello world!
> ls hello.txt
hello.txt
```

# Sanitization: Escaping

- **Replace problematic characters with safe ones**
  - change ' to \'
  - change ; to \;
  - change - to \-
  - change \ to \\
- Which characters are problematic depends on the interpreter the string will be handed to
  - Web browser/server for URIs
    - `URI::escape(str,unsafe_chars)`
  - Program delegated to by web server
    - `CGI::escape(str)`



# Sanitization: Escaping

```
def escape_chars(string)
  pat = /(\'|\"|\.|*|\/|\-|\\|;|\\|\\s)/
  string.gsub(pat){|match| "\" + match}
end

system("cat "+escape_chars(ARGV[0]))
```

**escape  
occurrences**  
*of ' , " , ; etc.  
in input string*

```
> ruby catwrapper.rb "hello.txt; rm hello.txt"
cat: hello.txt; rm hello.txt: No such file or directory
> ls hello.txt
hello.txt
```

## Quiz 3: Is this escaping sufficient?

- A. No, you should also escape character &
- B. No, some of the escaped characters are dangerous even when escaped
- C. Both of the above
- D. Yes, it's all good

*catwrapper.rb:*

```
def escape_chars(string)
  pat = /(\'|\"|\.|\*|\|\/|\-|\\|;|\\|\\s)/
  string.gsub(pat){|match| "\" + match}
end
system("cat " + escape_chars(ARGV[0]))
```

## Quiz 3: Is this escaping sufficient?

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*catwrapper.rb:*

```
def escape_chars(string)
  pat = /(\'|\"|\.|\*|\|\/|\-|\\|;|\\|\\s)/
  string.gsub(pat){|match| "\" + match}
end
system("cat " + escape_chars(ARGV[0]))
```

# Escaping not always enough

```
> ls ../passwd.txt  
passwd.txt  
> ruby catwrapper.rb “../passwd.txt”  
bob:apassword  
alice:anotherpassword
```

- A web service probably only wants to give access to the files in the current directory
  - the .. sequence should have been disallowed
- Previous escaping doesn't help because . is replaced with \. which the shell interprets as .

# Path traversal

This is called a **path traversal** vulnerability. Solutions:

- Delete all occurrences of the . character
  - Will disallow legitimate files with dots in them (`hello.txt`)
- Delete occurrences of .. sequences
  - Safe, but disallows `foo/../../hello.txt` where `foo` is a subdirectory in the current working directory (CWD)
- Ideally: Allow any path that is within the CWD or one of its subdirectories

[https://www.owasp.org/index.php/Path\\_Traversal](https://www.owasp.org/index.php/Path_Traversal)

# Checking: Whitelisting

- **Check that the user input is known to be safe**
  - E.g., only those files that exactly match a filename in the current directory
- **Rationale:** Given an invalid input, **safer to reject than to fix**
  - “Fixes” may result in wrong output, or vulnerabilities
  - ***Principle** of fail-safe defaults*

# Checking: Whitelisting

```
files = Dir.entries(".").reject {|f| File.directory?(f) }
```

```
if not (files.member? ARGV[0]) then  
  puts "illegal argument"  
  exit 1  
else  
  system("cat "+ARGV[0])  
end
```

*reject inputs that  
do not mention a  
legal file name*

```
> ruby catwrapper.rb "hello.txt; rm hello.txt"  
illegal argument
```

# Validation Challenges

- **Cannot always delete or sanitize problematic characters**
  - You may want dangerous chars, e.g., “Peter O’Connor”
  - How do you know if/when the characters are bad?
  - Hard to think of all of the possible characters to eliminate
- **Cannot always identify whitelist cheaply or completely**
  - May be expensive to compute at runtime
  - May be hard to describe (e.g., “all possible proper names”)



# Key Questions

- Which inputs in my program should not be trusted?
  - These start from input from untrusted sources
  - And these inputs influence (“taint”) other data that flows through my program
    - And could be stored in files, databases, etc.
- How to ensure that untrusted inputs, no matter what they are, will produce benign results?
  - Sanitization, checking, etc. as early as possible
    - How to do this depends on the program, and how the inputs are used

## Quiz 4: As a developer, security is

- A. Something I can help address by writing better code
- B. Something that writing better code can do little to address
- C. Something that is the purview of the government, e.g., DHS
- D. Something that will never be solved so long as market forces do not value security

(Pick an answer you think is best)

# Security for the **Web**

Thanks to Dave Levin for  
some slides



# The Web

- **Security for the World-Wide Web (WWW)** presents new vulnerabilities to consider:
  - **SQL injection**,
  - Cross-site Scripting (**XSS**),
- These share some common causes with memory safety vulnerabilities; like **confusion of code and data**
  - **Defense** also similar: **validate untrusted input**
- New wrinkle: **Web 2.0's use of mobile code**
  - How to protect your applications and other web resources?

# Interacting with web servers

## **Resources which are identified by a URL**

(Universal Resource Locator)

<http://www.cs.umd.edu/~mwh/index.html>

### **Protocol      Hostname/server      Path to a resource**

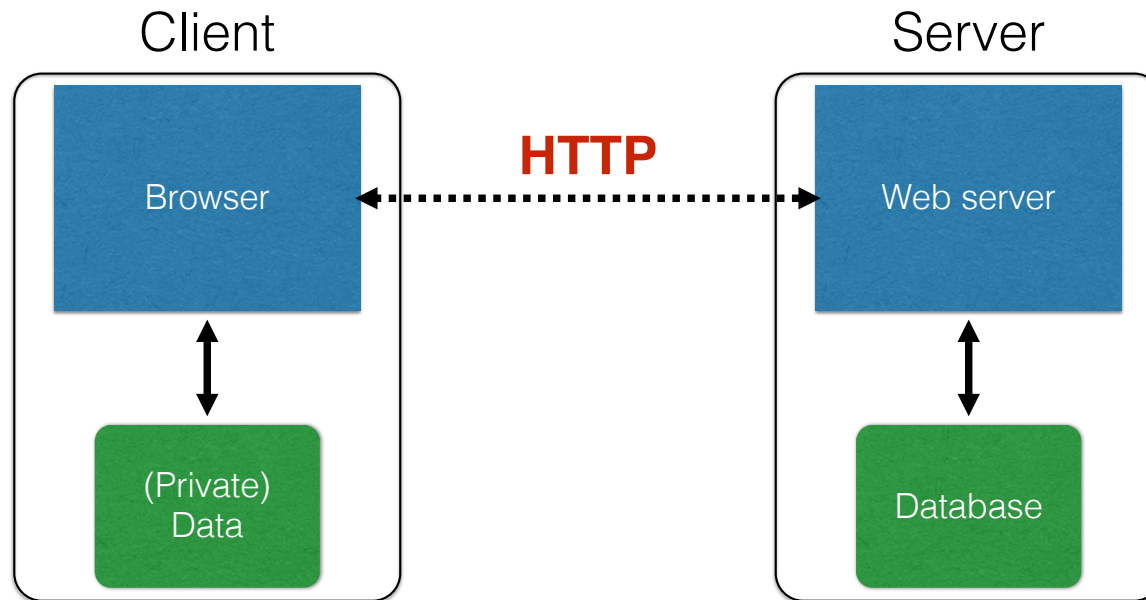
ftp	Here, the file <code>index.html</code> is <b>static content</b> (e.g. 128.8.127.3) i.e., a fixed file returned by the server	
https		
tor		

<http://facebook.com/delete.php?f=joe123&w=16>

### **Path to a resource      Arguments**

Here, the file `delete.php` is **dynamic content**  
i.e., the server generates the content on the fly

# *Basic* structure of web traffic



- HyperText Transfer Protocol (**HTTP**)
  - An “application-layer” protocol for exchanging collections of data

# *Basic* structure of web traffic



- **Requests contain:**
  - The **URL** of the resource the client wishes to obtain
  - **Headers** describing what the browser can do
- **Request types** can be **GET** or **POST**
  - **GET**: all data is in the URL itself (no server side effects)
  - **POST**: includes the data as separate fields (can have side effects)

# HTTP GET requests

<http://www.reddit.com/r/security>

## HTTP Headers

http://www.reddit.com/r/security

GET /r/security HTTP/1.1

Host: www.reddit.com

User-Agent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.9.2.11) Gecko/20101013 Ubuntu/9.04 (jaunty) Firefox/3.6.11

Accept: text/html,application/xhtml+xml,application/xml;q=0.9,\*/\*;q=0.8

Accept-Language: en-us,en;q=0.5

Accept-Encoding: gzip,deflate

Accept-Charset: ISO-8859-1,utf-8;q=0.7,\*;q=0.7

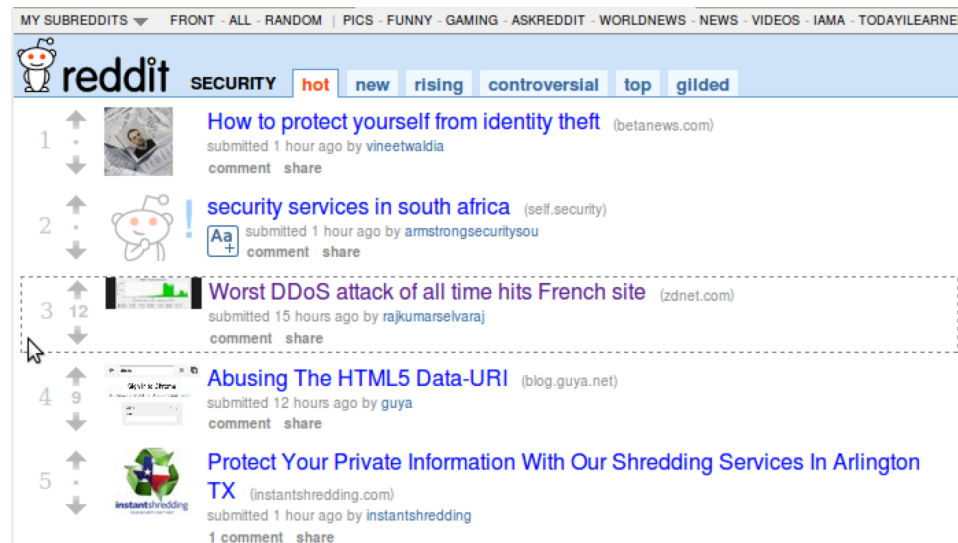
Keep-Alive: 115

Connection: keep-alive

\_\_utmc=55650...

**User-Agent** is typically a **browser**  
but it can be `wget`, `JDK`, etc.





## HTTP Headers

<http://www.zdnet.com/worst-ddos-attack-of-all-time-hits-french-site-7000026330/>

GET /worst-ddos-attack-of-all-time-hits-french-site-7000026330/ HTTP/1.1

Host: www.zdnet.com

User-Agent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.9.2.11) Gecko/20101013 Ubuntu/9.04 (jaunty) Firefox/3.6.11

Accept: text/html,application/xhtml+xml,application/xml;q=0.9,\*/\*;q=0.8

Accept-Language: en-us,en;q=0.5

Accept-Encoding: gzip,deflate

Accept-Charset: ISO-8859-1,utf-8;q=0.7,\*;q=0.7

Keep-Alive: 115

Connection: keep-alive

Referer: <http://www.reddit.com/r/security>

**Referrer URL: the site from which  
this request was issued.**

# HTTP POST requests

## Posting on Piazza

### HTTP Headers

https://piazza.com/logic/api?method=content.create&aid=hrteve7t83et

POST /logic/api?method=content.create&aid=hrteve7t83et HTTP/1.1

Host: piazza.com

User-Agent: Mozilla/5.0 (X11; U; Linux i686; en-US; rv:1.9.2.11) Gecko/20101013 Ubuntu/9.04 (jaunty) Firefox/3.6.11

Accept: application/json, text/javascript, \*/\*; q=0.01

Accept-Language: en-us,en;q=0.5

Accept-Encoding: gzip,deflate

Accept-Charset: ISO-8859-1,utf-8;q=0.7,\*;q=0.7

Keep-Alive: 115

Connection: keep-alive

Content-Type: application/x-www-form-urlencoded; charset=UTF-8

X-Requested-With: XMLHttpRequest

Referer: https://piazza.com/class

Content-Length: 339

Cookie: piazza\_session="DFwuCEFIGvEGwwHLJyuCvHIGTHKECKL.5%25x+x+ux%255M5%22%215%3F5%26x%26%26%7C%22%21r...

Pragma: no-cache

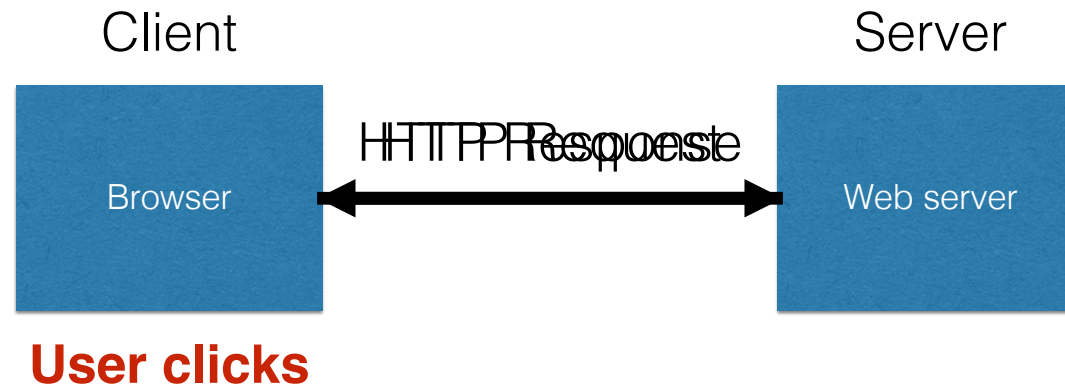
Cache-Control: no-cache

{"method":"content.create","params":{"cid":"hrpng9q2nndos","subject":"<p>Interesting.. perhaps it has to do with a change to the ...

Implicitly includes data  
as a part of the URL

Explicitly includes data as a part of the request's content

# *Basic* structure of web traffic



- **Responses** contain:
  - **Status** code
  - **Headers** describing what the server provides
  - **Data**
  - **Cookies** (much more on these later)
    - Represent *state* the server would like the browser to store on its behalf

# HTTP responses

**HTTP version**   **Status code**   **Reason phrase**

**Headers**

**Data**

```
HTTP/1.1 200 OK
Date: Tue, 18 Feb 2014 08:20:34 GMT
Server: Apache
Set-Cookie: session-zdnet-production=6bhqca1i0cbciagu11sisac2p3; path=/; domain=zdnet.com
Set-Cookie: zdregion=MTI5LjluMTI5LjE1Mzp1czp1czpjZDJmNWY5YTdkODU1N2Q2YzM5NGU3M2Y1ZTRmN0
Set-Cookie: zdregion=MTI5LjluMTI5LjE1Mzp1czp1czpjZDJmNWY5YTdkODU1N2Q2YzM5NGU3M2Y1ZTRmN0
Set-Cookie: edition=us; expires=Wed, 18-Feb-2015 08:20:34 GMT; path=/; domain=.zdnet.com
Set-Cookie: session-zdnet-production=59ob97fpinqe4bg6lde4dvvq11; path=/; domain=zdnet.com
Set-Cookie: user_agent=desktop
Set-Cookie: zdnet_ad_session=f
Set-Cookie: firstpg=0
Expires: Thu, 19 Nov 1981 08:52:00 GMT
Cache-Control: no-store, no-cache, must-revalidate, post-check=0, pre-check=0
Pragma: no-cache
X-UA-Compatible: IE=edge,chrome=1
Vary: Accept-Encoding
Content-Encoding: gzip
Content-Length: 18922
Keep-Alive: timeout=70, max=146
Connection: Keep-Alive
Content-Type: text/html; charset=UTF-8

<html> ..... </html>
```

# Quiz 1

HTTP is

- A. The Hypertext Transfer Protocol
- B. The main communication protocol of the WWW
- C. The means by which clients access resources hosted by web servers
- D. All of the above

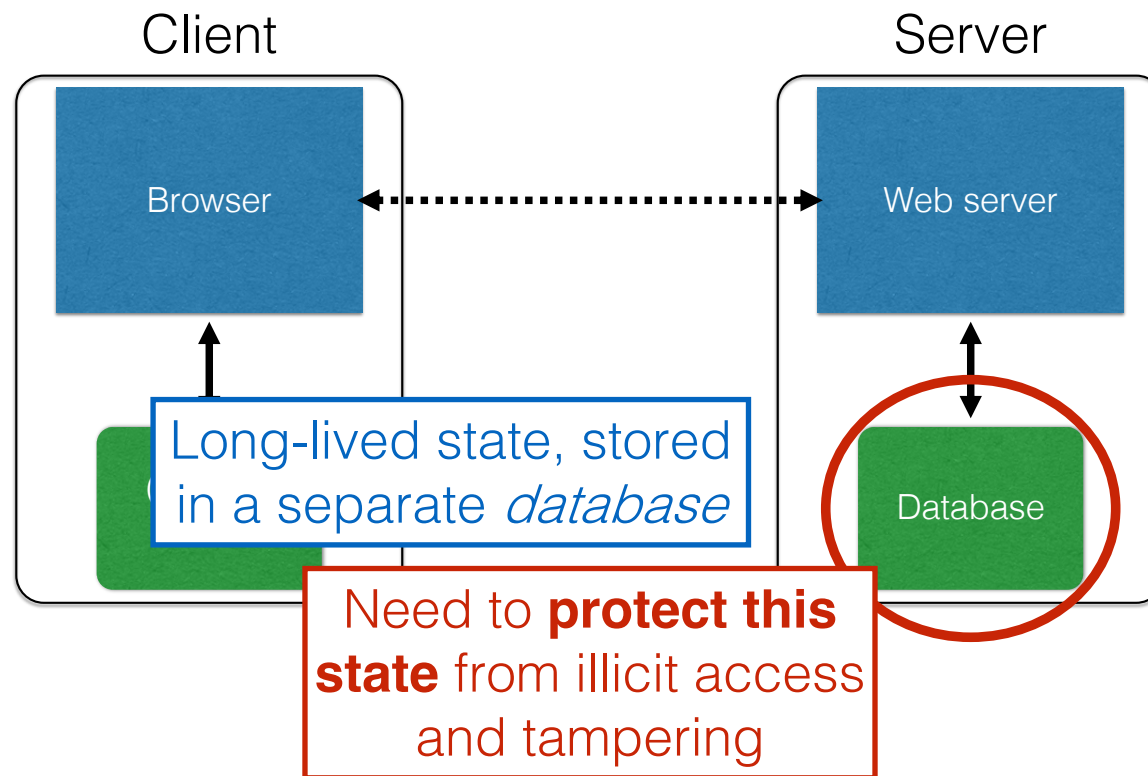
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# SQL injection

# Defending the WWW





# Server-side data

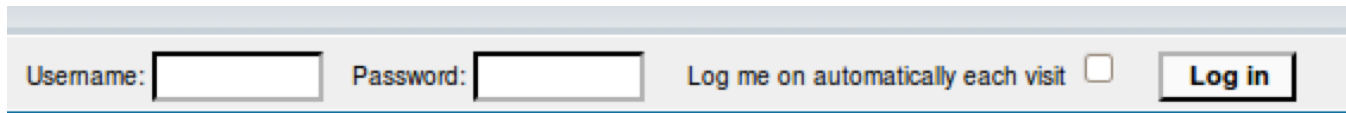
- Typically want **ACID** transactions
  - **Atomicity**
    - Transactions complete entirely or not at all
  - **Consistency**
    - The database is always in a valid state
  - **Isolation**
    - Results from a transaction aren't visible until it is complete
  - **Durability**
    - Once a transaction is committed, its effects persist despite, e.g., power failures
- **Database Management Systems** (DBMSes) provide these properties (and then some)

# SQL (Standard Query Language)

```
SELECT Column Age FROM Users WHERE Name='Dee'; 28  
UPDATE Users SET email='readgood@pp.com'  
WHERE Age=32; -- this is a comment  
INSERT INTO Users Values('Frank', 'M', 57, ...);  
DROP TABLE Users;
```

# Server-side code

## Website



Username:  Password:  Log me on automatically each visit ☐

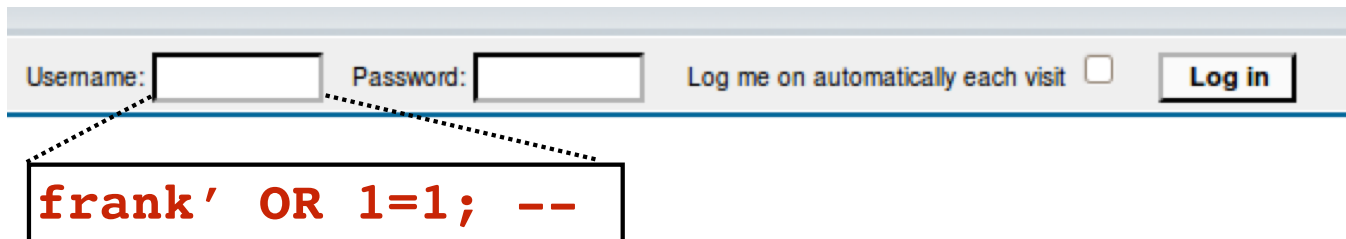
## “Login code” (Ruby)

```
result = db.execute "SELECT * FROM Users  
                     WHERE Name='# {user}' AND Password='# {pass}';"
```

Suppose you successfully log in as `user` if this returns any results

**How could you exploit this?**

# SQL injection



Username:  Password:  Log me on automatically each visit ☐

**frank' OR 1=1; --**


```
result = db.execute "SELECT * FROM Users  
WHERE Name='# {user}' AND Password='# {pass}';"
```

```
result = db.execute "SELECT * FROM Users  
WHERE Name='frank' OR 1=1; --' AND Password='whocares';"
```

**Always true**  
(so: dumps whole user DB)

**Commented out**

# SQL injection



Username:  Password:  Log me on automatically each visit ☐

**frank' OR 1=1); DROP TABLE Users; --**

```
result = db.execute "SELECT * FROM Users  
WHERE Name='#{user}' AND Password='#{pass}';"
```

```
result = db.execute "SELECT * FROM Users  
WHERE Name='frank' OR 1=1;  
DROP TABLE Users; --' AND Password='whocares'";"
```

**Can chain together statements with semicolon:  
STATEMENT 1 ; STATEMENT 2**



<http://xkcd.com/327/>



# SQL injection countermeasures



# The underlying issue

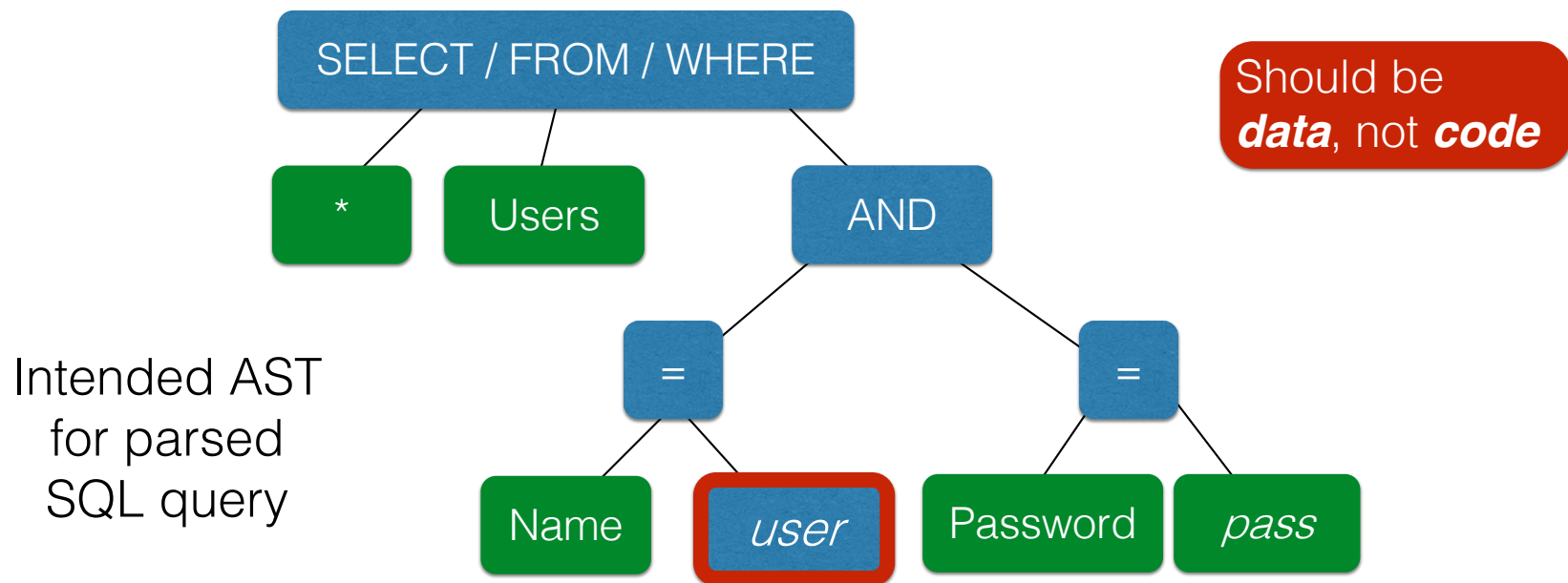
```
result = db.execute "SELECT * FROM Users  
WHERE Name='#{user}' AND Password='#{pass}';"
```

- This one string combines the **code** and the **data**
  - Similar to buffer overflows
  - and command injection

**When the boundary between code and data blurs,  
we open ourselves up to vulnerabilities**

# The underlying issue

```
result = db.execute "SELECT * FROM Users  
WHERE Name='#{user}' AND Password='#{pass}';"
```



# Defense: Input Validation

Just as with command injection, we can defend by **validating input**, e.g.,

- **Reject** inputs with bad characters (e.g., ; or --)
- **Remove** those characters from input
- **Escape** those characters (in an SQL-specific manner)

These can be effective, but the best option is to **avoid constructing programs from strings** in the first place

# Sanitization: Prepared Statements

- **Treat user data according to its *type***
  - Decouple the code and the data

```
result = db.execute "SELECT * FROM Users  
WHERE Name='#{user}' AND Password='#{pass}';"
```

```
result = db.execute("SELECT * FROM Users WHERE  
Name = ? AND Password = ?", [user, pass])
```

~~SQL INJECTION~~

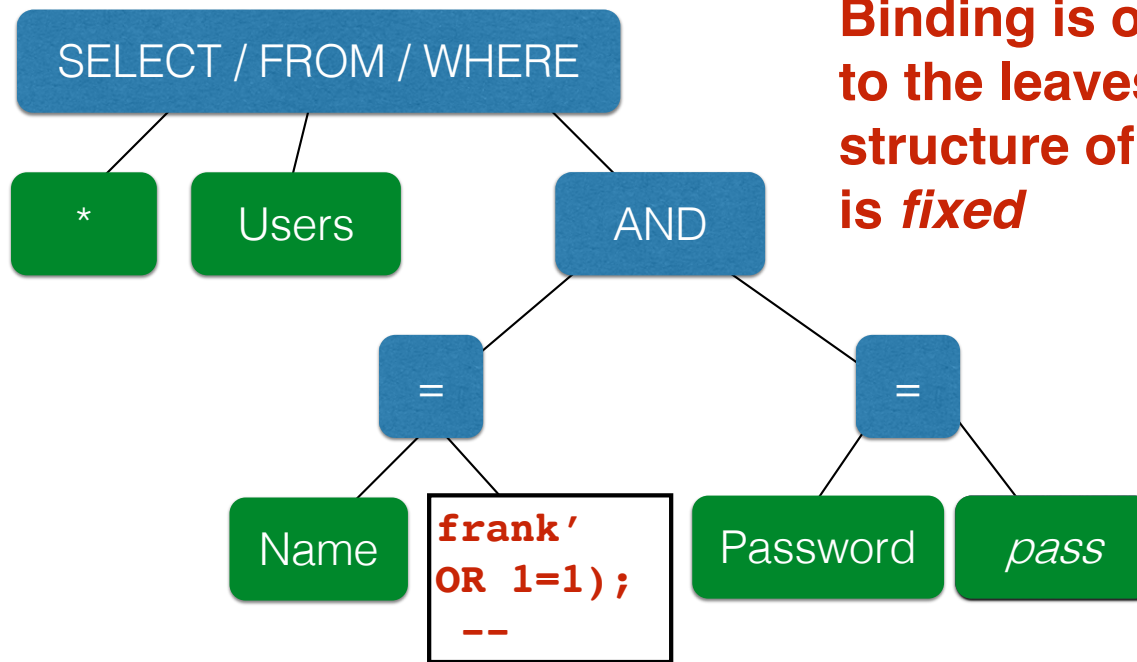
~~SQL INJECTION~~

**Arguments**

**Variable binders  
parsed as strings**

# Using prepared statements

```
result = db.execute("SELECT * FROM Users WHERE  
Name = ? AND Password = ?", [user, pass])
```



**Binding is only applied to the leaves, so the structure of the AST is *fixed***

# Quiz 2

What is the benefit of using “prepared statements” ?

- A. With them it is easier to construct a SQL query
- B. They ensure user input is parsed as data, not (potentially) code
- C. They provide greater protection than escaping or filtering
- D. User input is properly treated as commands, rather than as secret data like passwords

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