

Review



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Security Management

- Know what ISO27K series is about
- ISO27000, ISO27001 & ISO27002
 - Title and purpose of each standard
- Elements of ISMS (cycle)

General Security Concepts

- Understand information security properties/services
 - Definition of information security (ISO27000)
 - Definitions of CIA (Confidentiality, Integrity and Availability) services
 - Privacy and GDPR
- Meaning of, and difference between other security concepts
 - authentication
 - non-repudiation
 - access control
 - authorization
- Perspectives on security controls:
 - 3 categories of security controls: physical, technical, administrative
 - Preventive, detective, corrective security controls.
 - Security controls during storage, transmission, processing.

Cryptography

- Hash functions and symmetric ciphers
 - Status/usage of SHA-1, SHA-2 and SHA-3
 - Parameters (block and key size) of AES
 - Applications
- MAC (Message Authentication Code)
 - Basic principle: keyed hash function
 - Security services
- Asymmetric ciphers + Key Exchange
 - Understand usage of keys in encryption and digital signature
 - Digital signature, security services
- Threat to classical crypto from quantum computing

Key Management

- Crypto period
- Key distribution problem. Understand requirements for
 - Key distributions with and without PKI
 - Type of protection needed (confidentiality or integrity)
- Certificates and PKI:
 - Ideas, content, issuing, managing
 - PKI trust model
 - Revocation: CRL, OCSP
 - CAA, CT

Risk Management

- Understand the factors that contribute to risk
 - Attacker/threat agent, vulnerability, impact
 - And how they are related: Understand diagram
 - Risk management process (ISO 27005)
- Threat scenario modelling:
 - Attacker centric, architecture centric, and asset centric
- Models for risk level estimation:
 - Qualitative
 - Quantitative
- Risk treatment strategies
 - Reduce, share, retain/accept, avoid

Computer Security

- Protection rings in microprocessor architecture
- Virtual machines
 - Understand hypervisor, VM/guest OS, host OS
 - Type 1 and type 2 virtualization architecture
 - Protection ring assignment to hypervisor, host, VM, apps etc.
 - Security advantages of running VMs
- Security functions supported by TPM

Incident Response and Forensics

- Elements if IR (Incident Response) policy
- Types of IR teams: permanent, virtual, hybrid
- Phases of IR

User Authentication

- Types of authentication tokens
 - Clock-based, counter-based, challenge-response
- Password storage security
 - hashing, salting
- Biometrics systems
 - Criteria for biometric characteristics
- E-Government user authentication frameworks
 - Assurance levels
 - eIDAS
 - Assurance requirement classes

Identity and Access Management

- Meaning of entity/identity/identifier/digital identity
- IAM phases (configuration and operation) with steps.
- Identity management models
 - Silo model / federated model
 - Advantages and disadvantages of silo and federated models
- Centralized/distributed federation models
- Meaning and principle of MAC, DAC, RBAC and ABAC

Communication Security

- TLS
 - Protocols
 - Security services
 - Key establishment (RSA / DH)
 - TLS stripping attack / HSTS
- VPN
 - IPSec
 - Tor

Perimeter Security

- Firewall types
 - Principles of different firewalls
 - Strengths and weaknesses
- Location of entities: DMZ or production network
- TLS inspection in firewalls
- Intrusion detection principles

Application Security

- Malware types
- What is OWASP and the top 10 vulnerabilities list
- Explain main vulnerabilities
 - SQL Injection
 - XSS - Cross-Site Scripting
 - Broken authentication and session management
- Secure Software development
 - Security by design
 - Privacy by design / Data protection

Grading Scheme

- Approximate weighing:
 - Home exam: approximately 0.4 relative weight
 - Digital exam: approximately 0.6 relative weight
- You must pass both exams to pass the course!
 - E.g. score 100% on home-ex. and score 50% on digital-ex. → total score 70% which normally gives mark C.
 - Score 100% on home exam, and score 30% on digital exam normally gives mark F.
 - Score from home exam will be available before the digital exam
- It's important that you don't fail the digital exam!
 - If digital exam score is close to 40%, the weight of the home exam is reduced, i.e. only the digital exam counts.

Digital exam

- 11. December 2018, 14:30h, Silurveien 2 (!)
- Digital exam, with a variety of question types, e.g.
 - Write text as answer
 - Fill in word / short text as answer
 - Fill in numerical value as answer
 - Select correct statement / multiple choice answers
- Related to lecture presentations and workshop questions.
 - Many workshop questions are not suitable as exam questions
- 4 hours working time
- Good Luck 😊

Exam information

- The exam contains 44 questions with a total of 100 points (= 100 %).
- The questions are grouped under 10 parts that correspond approximately to 10 of the lectures in this course.
- Be concise. When answering a question, it is often sufficient to write a single expression or sentence to describe each concept that the question asks for.
- In the navigation bar on the bottom of the screen, blue bars indicate completed questions/parts.
- Answers can be written in English or in Norwegian.

Grading

- Each question states explicitly the marking scheme.
There can be negative points for incorrect answers/selections. However, the overall score for the total question is always at least 0 points (even if the sum over all answers is negative).

Example 1

- Select the correct species.
Points: 1 for each correct, -1 for wrong, 0 for no selection
- Please match the values:**

	Mouse	Dog	None of them
Mickey Mouse	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Goofy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Donald Duck	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Pluto	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Example 1

	Mouse	Dog	None of them
Mickey Mouse	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Goofy	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Donald Duck	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Pluto	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Example 1

	Mouse	Dog	none of them
Mickey Mouse	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Goofy	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Donald Duck	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Pluto	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

4 Points

Example 1

	Mouse	Dog	None of them
Mickey Mouse	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Goofy	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Donald Duck	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Pluto	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

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Donald Duck	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Pluto	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

2 Points

Example 1

	Mouse	Dog	None of them
Mickey Mouse	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Goofy	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Donald Duck	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Pluto	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Example 1

	Mouse	Dog	none of them
Mickey Mouse	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Goofy	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Donald Duck	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Pluto	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

3 Points

Example 1

	Mouse	Dog	None of them
Mickey Mouse	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Goofy	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Donald Duck	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Pluto	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

Example 1

	Mouse	Dog	none of them
Mickey Mouse	<input checked="" type="radio"/> ✓	<input checked="" type="radio"/> ✗	<input type="radio"/>
Goofy	<input checked="" type="radio"/> ✗	<input checked="" type="radio"/> ✓	<input type="radio"/>
Donald Duck	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> ✓
Pluto	<input type="radio"/>	<input checked="" type="radio"/> ✓	<input type="radio"/>

0 Points

Example 2

Which of these characters are dogs?

Points: 1 for each correct, -1 for each wrong, 0 for no selection, max 2 total score

Select one or more alternatives:

- Donald Duck
- Pluto
- Goofy
- Mickey Mouse

Example 3

Numeric

Order these characters by size from smallest ("1") to highest ("3").

Points: 3 for all correct, 0 if any mistake

Donald:

Goofy:

Pluto: