



## Agile and Secure: Can We Be Both?

**OWASP  
AppSec  
Seattle**

Oct 2006

**Keith Landrus**  
Director of Technology  
Denim Group Ltd.

keith.landrus@denimgroup.com  
(210) 572-4400

Copyright © 2006 - The OWASP Foundation  
Permission is granted to copy, distribute and/or modify this document under the  
terms of the Creative Commons Attribution-ShareAlike 2.5 License. To view this  
license, visit <http://creativecommons.org/licenses/by-sa/2.5/>

**The OWASP Foundation**

<http://www.owasp.org/>

# The Agile Practitioner's Dilemma

## Agile Forces:

- More responsive to business concerns
- Increasing the frequency of stable releases
- Decreasing the time it takes to deploy new features



## Secure Forces:

- More aggressive regulatory environment
- Increasing focus on need for security
- Traditional approaches are top-down, document centric



---

# Objectives

- Background
- Goals of Agile Methods
- Goals of Secure Development Lifecycle (SDL)
- Review the Momentum of Agile Methods
- Look at An Integrated Process
- Challenges & Compromises



## Notable Agile Methods

- eXtreme Programming (XP)
- Feature Driven Development (FDD)
- SCRUM
- MSF for Agile Software Development
- Agile Unified Process (AUP)
- Crystal Clear
- Dynamic Systems Development Method (DSDM)



---

# Manifesto for Agile Software Development

*Individuals and interactions* over processes and tools

*Working software* over comprehensive documentation

*Customer collaboration* over contract negotiation

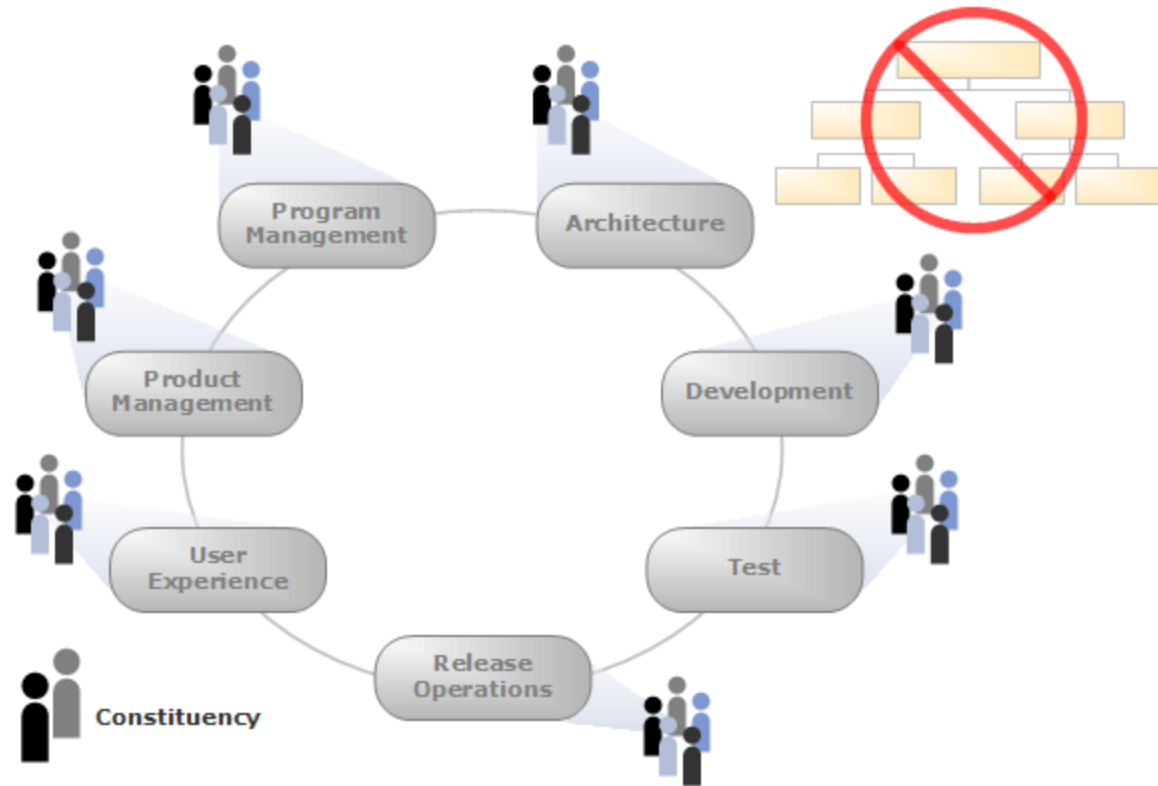
*Responding to change* over following a plan

Source: <http://www.agilemanifesto.org/>



# Agile's Core Values

- Communication
- Simplicity
- Feedback
- Courage



# Principles of Agile Development

- Rapid Feedback
- Simple Design
- Incremental Change
- Embracing Change
- Quality Work

- The system is appropriate for the intended audience.
- The code passes all the tests.
- The code communicates everything it needs to.
- The code has the smallest number of classes and methods.



# Agile Practices

## ■ The Planning Game

- Customer: scope, priorities and release dates

- Developer: estimates, consequences and detailed scheduling

## ■ The Driving Metaphor

## ■ Shared Vision

## ■ On-Site Customer

- Development iterations or cycles that last 1-4 weeks.

## ■ Small Releases

- Release iterations as soon as possible (weekly, monthly, quarterly).





## More Agile Practices

### ■ Test Driven

- Programmer tests guide the development process. Red, Green, Refactor

### ■ Collective Ownership

- Customer tests provide feedback to the team that the system is working as expected.

### ■ Coding Standards

### ■ Pair Programming

Continuously build, deploy and execute all of the system's tests multiple times per day.

### ■ Continuous Integration



## Agile Methods strive to...

- Adapt to ever-changing customer needs.
- Bring together small teams of highly talented individuals and remove obstacles that get in the way of developing quality systems.
- Maintain a strong emphasis on testing.



---

*A secure product* is one that protects the confidentiality, integrity, and availability of the customers' information, and the integrity and availability of processing resources under control of the system's owner or administrator.

*-- Source: Writing Secure Code (Microsoft.com)*



## A Secure Development Process...

- Strives To Be A Repeatable Process
- Requires Team Member Education
- Tracks Metrics and Maintains Accountability

### *Sources:*

*"Writing Secure Code" 2<sup>nd</sup> Ed., Howard & LeBlanc*

*"The Trustworthy Computing Security Development Lifecycle"  
by Lipner & Howard*



# Secure Development Principles

- SD<sup>3</sup>: Secure by Design, Secure by Default, and in Deployment
- Learn From Mistakes
- Minimize Your Attack Surface
- Assume External Systems Are Insecure
- Plan On Failure
- Never Depend on Security Through Obscurity Alone
- Fix Security Issues Correctly



---

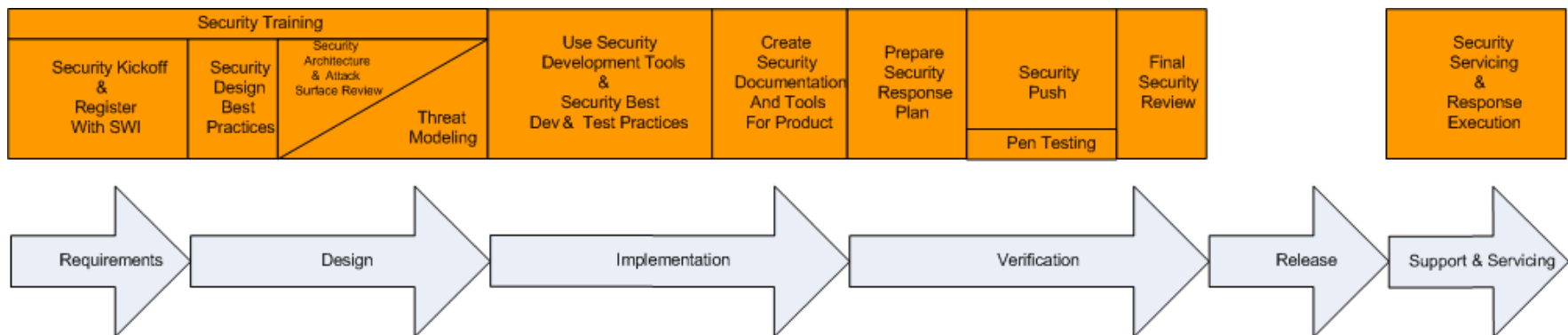
# Secure Development Practices

- Education, Education, Education
- Threat Modeling
- Secure Coding Techniques
- Security Testing
- Security Code Reviews



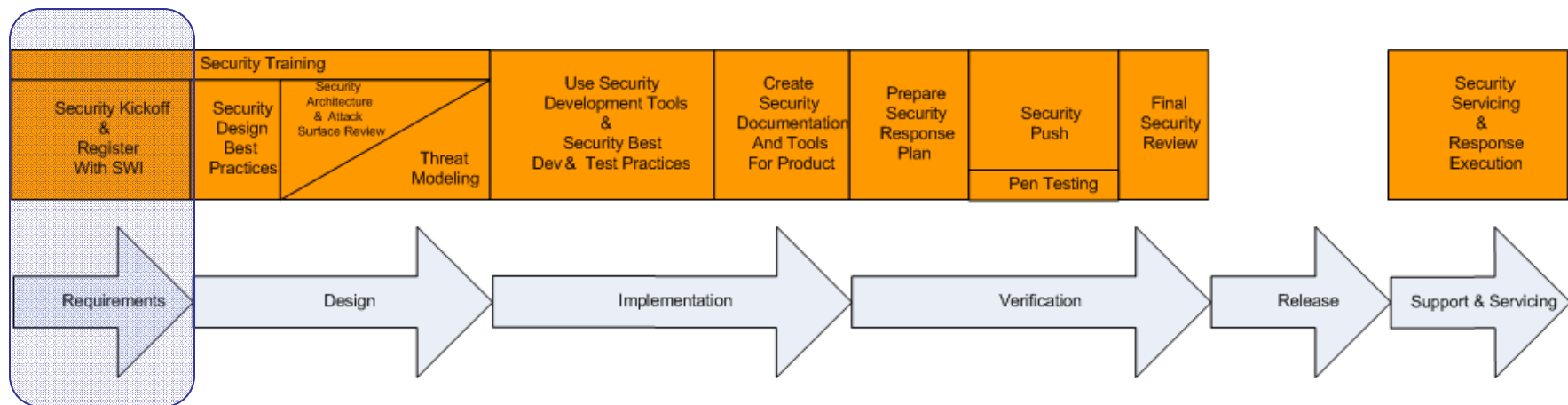
# Microsoft's Secure Development Lifecycle (SDL)

- Requirements
- Design
- Implementation
- Verification
- Release



# SDL: Requirements Phase Activities

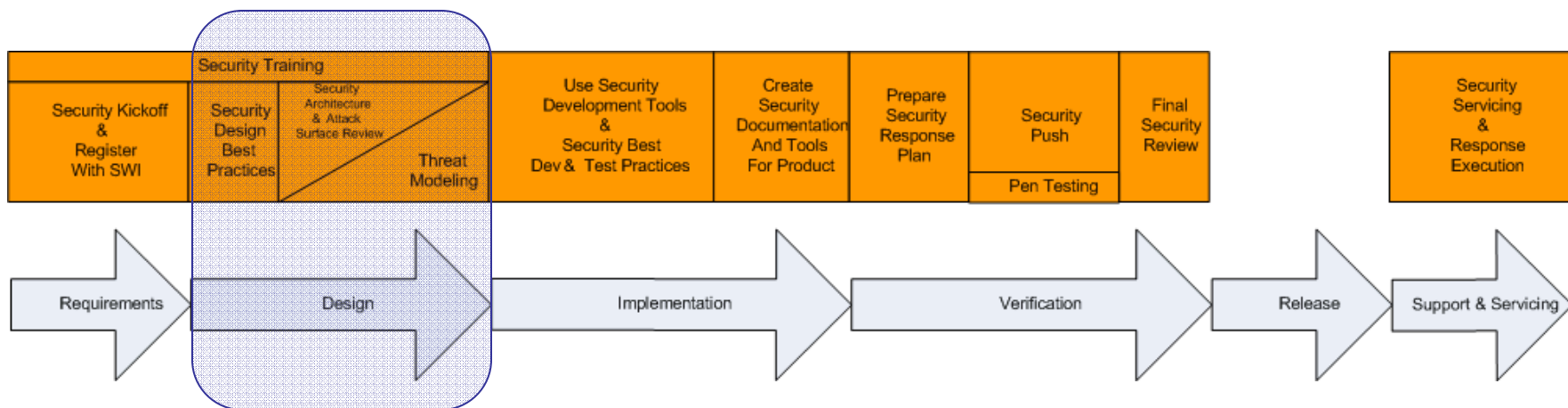
- Determine (or make contact with) the security advisor *"security buddy"*
- Identify key security objectives for the system
- Consider Security Feature Requirements





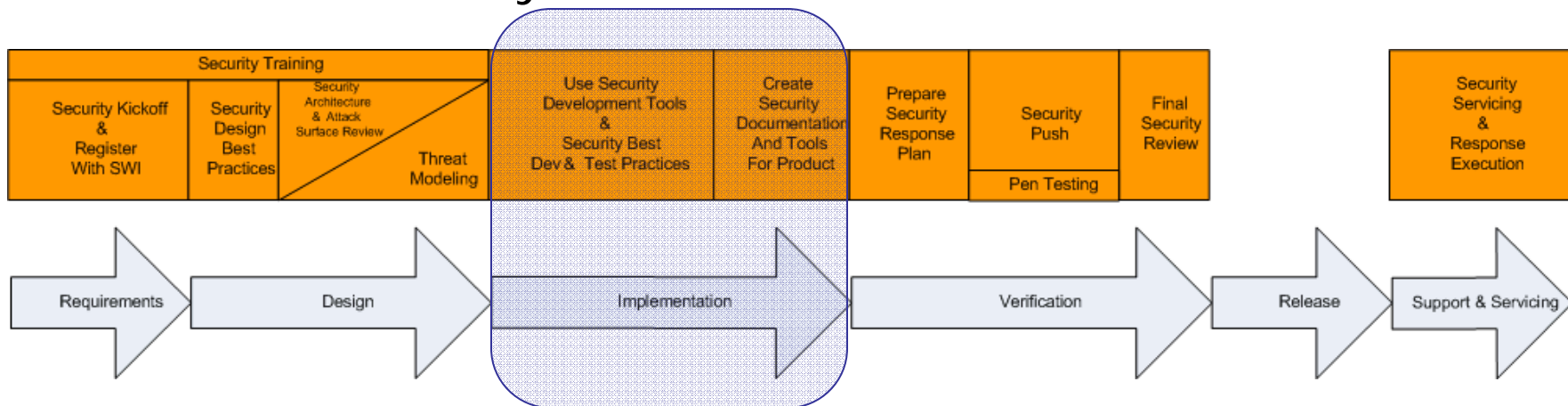
# SDL: Design Phase Activities

- Define Security Architecture and Design Guidelines
- Document the Attack Surface
- Conduct Threat Modeling
- Define Supplemental Ship Criteria



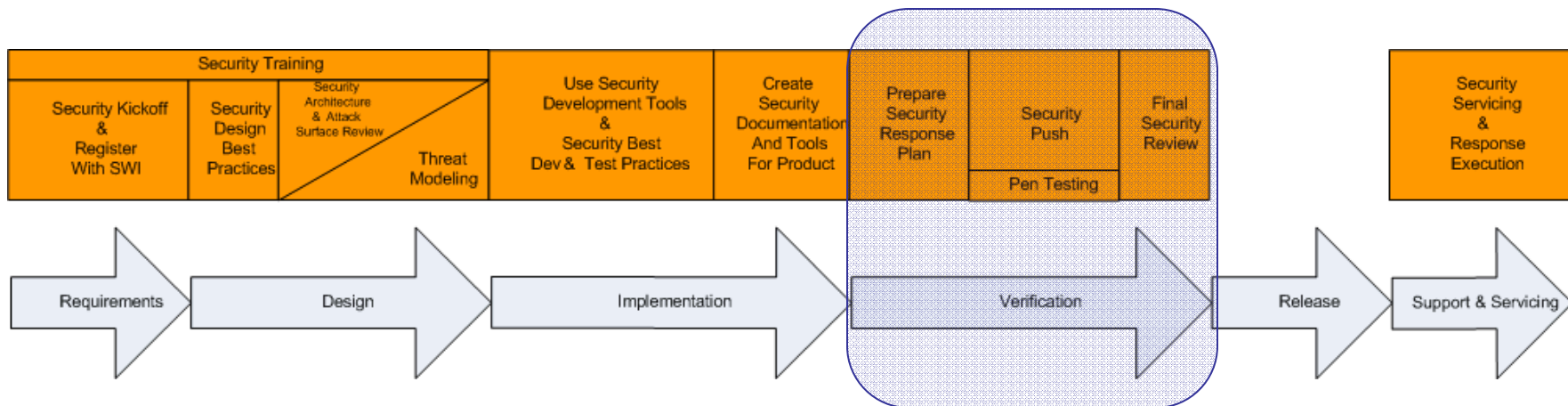
# SDL: Implementation Phase Activities

- Apply Common Coding Standards
- Apply Security-Testing Tools
- Apply Static-Analysis Code Scanning Tools
- Conduct Security Code Reviews



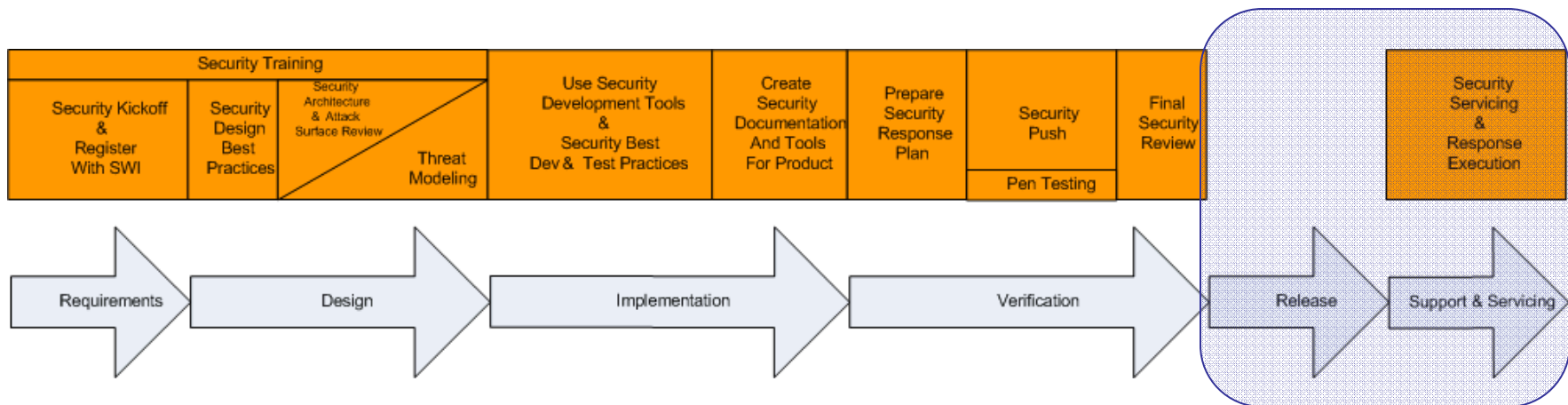
# SDL: Verification Phase Activities

- Conduct the "Security Push"
  - ▶ Additional Security Code Reviews
  - ▶ Focused Security Testing



# SDL: Release, Support & Servicing Activities

- Conduct the Final Security Review (FSR) Prior to Release
- Prepare to Respond to Vulnerability Reports
- Learn from Errors and Mistakes



## Observations of the SDL in Practice

- Threat Modeling is the Highest-Priority Component
- Penetration Testing Alone is Not the Answer
- Tools Should be Complementary
- Microsoft's experience has indicated that the SDL has been effective at reducing security vulnerabilities in their products.



## Dr. Dobb's says Agile Methods Are Catching On

41% of organizations have adopted an agile methodology

65% have adopted one or more agile techniques

Of the 2,611 respondents doing agile...

- 37% using eXtreme Programming
- 19% using Feature Driven Development (FDD)
- 16% using SCRUM
- 7% using MSF for Agile Software Development

Source: <http://www.ddj.com/dept/architect/191800169>



## Agile Teams are “Quality Infected”

- 60% reported increased productivity
  - ▶ 6% reported a decrease
- 66% reported improved quality
- 58% improved stakeholder satisfaction
  - ▶ 3% reported a decrease



## Adoption Rate for Agile Practices

Of the respondents using an agile method...

- 36% have active customer participation
- 61% have adopted common coding guidelines
- 53% perform code regression testing
- 37% utilize pair programming





---

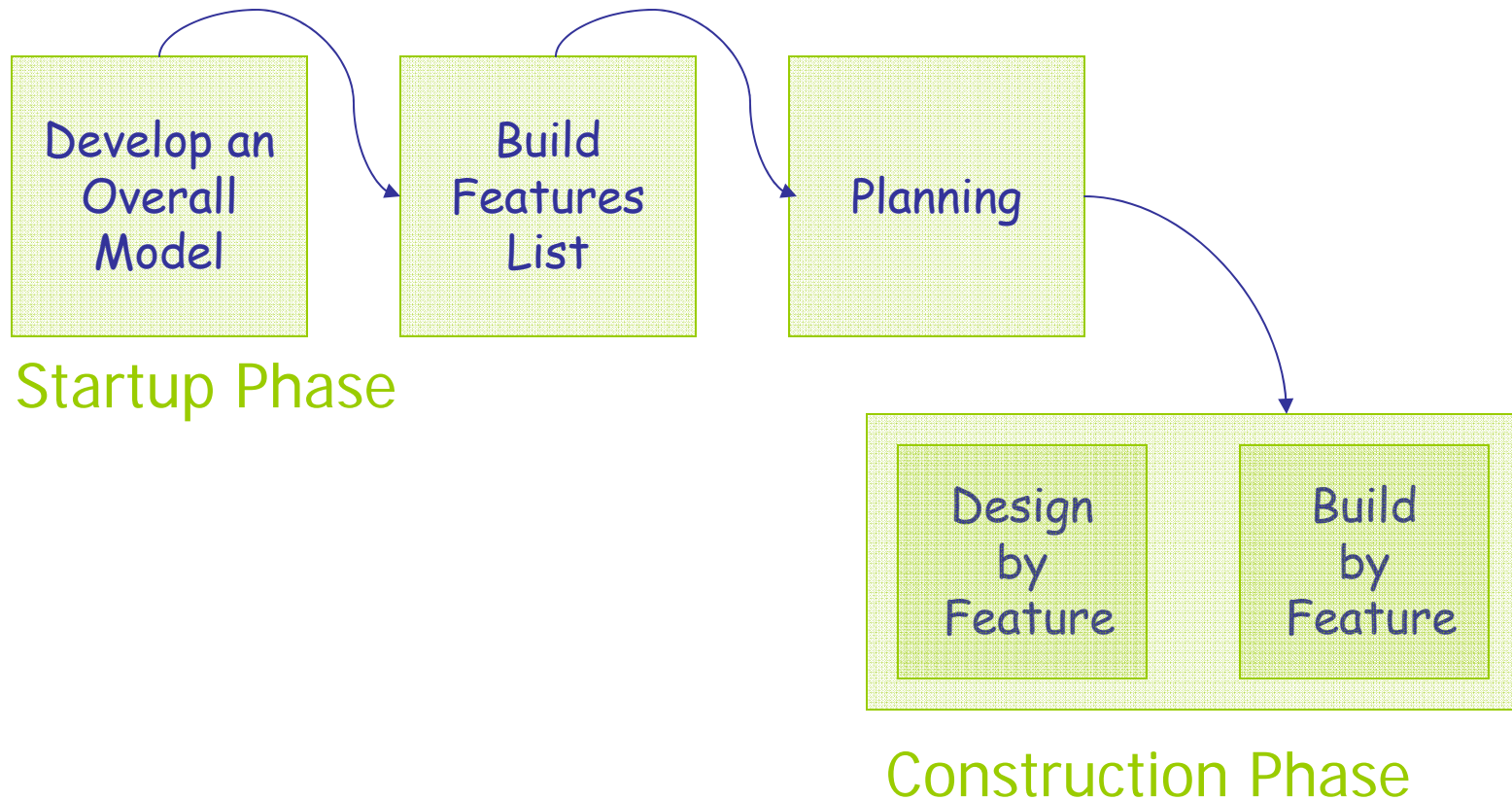
## Let's Look at Some Specific Agile Methods

- eXtreme Programming (XP)
- Feature Driven Development (FDD)
- SCRUM
- MSF for Agile Software Development





# Feature Driven Development (FDD)

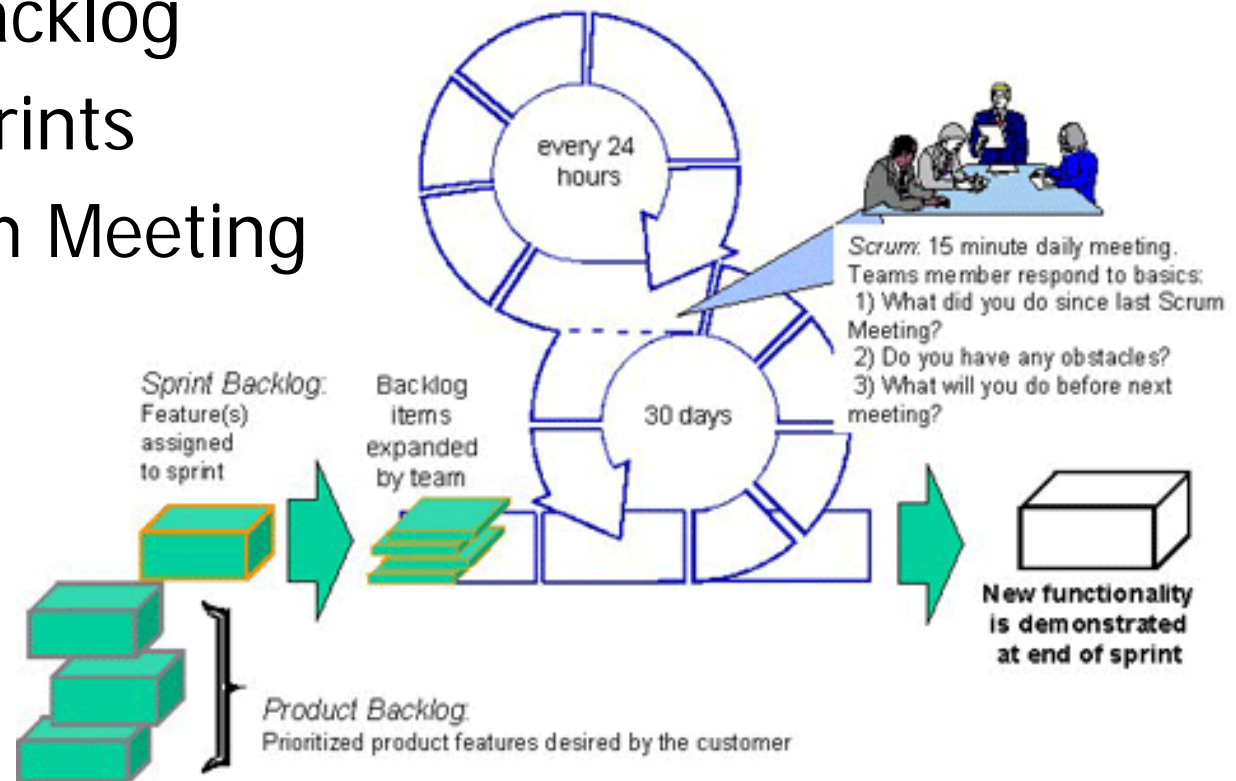


Source: <http://featuredrivendevelopment.com/>



# SCRUM

- Commonly Used to Enhance Existing Systems
- Feature Backlog
- 30 Day Sprints
- Daily Team Meeting

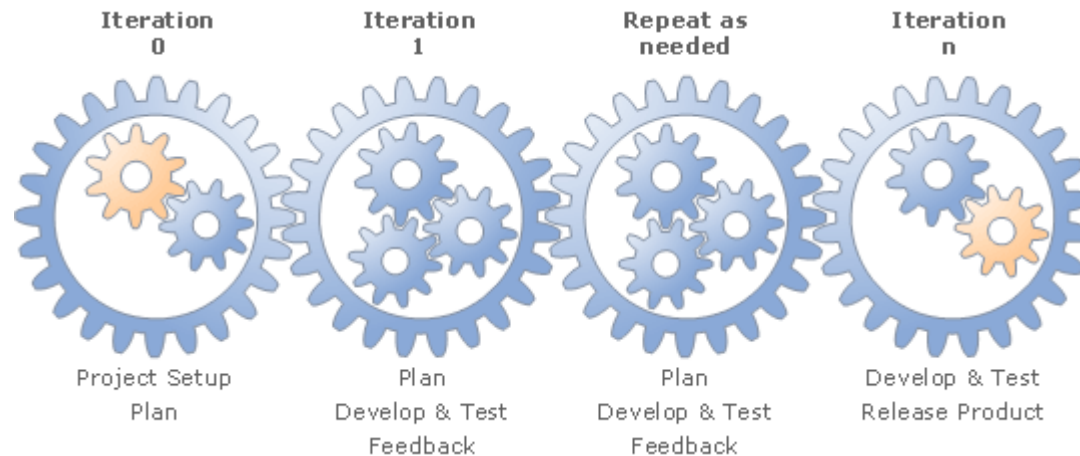


Source: <http://www.controlchaos.com/>

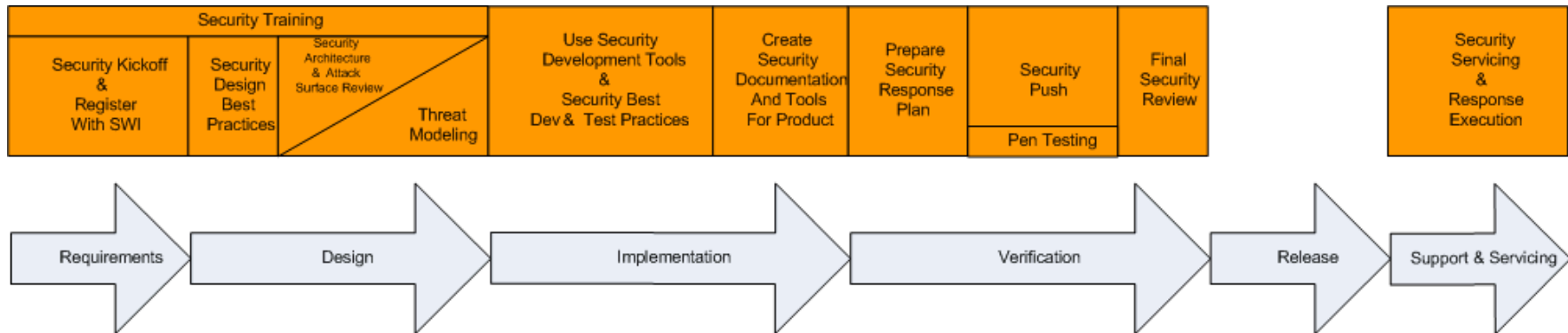


# MSF for Agile Software Development

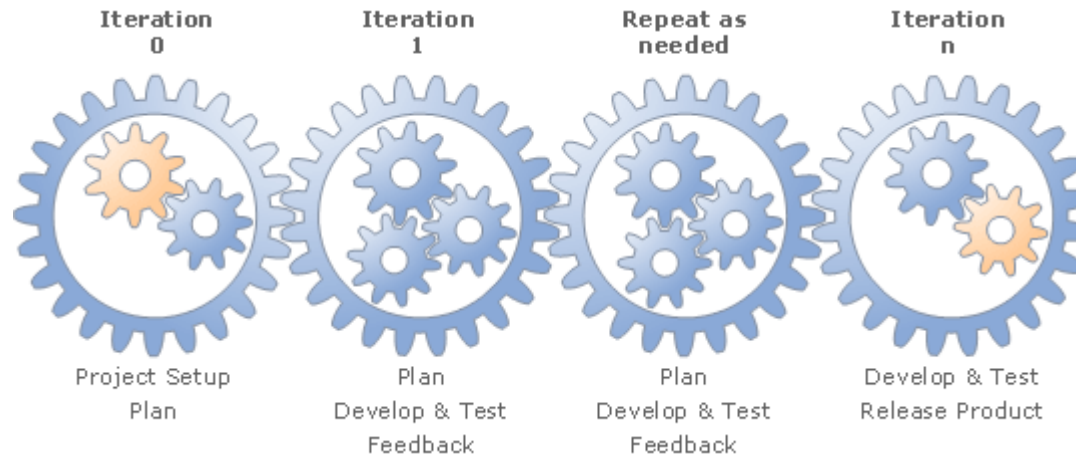
- Adapted from the MSF's Spiral / Waterfall Hybrid
- Product definition, development and testing occurs in overlapping iterations
- Different iterations have a different focus



# Let's Look at an Integrated Process

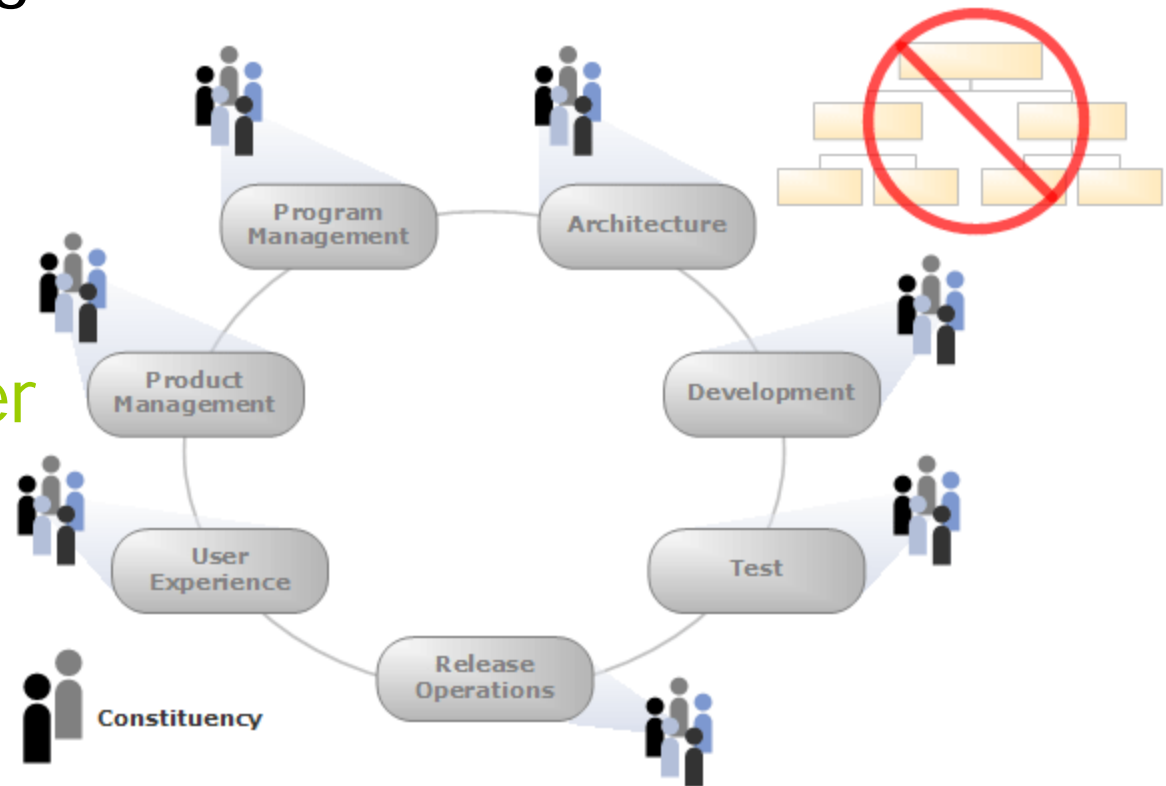


## *Making Agile Trustworthy*



# Project Roles

- Product Manager / Customer
- Program Manager / Coach
- Architect
- Developer
- Tester
- Security Adviser



# Project Setup

- Education & Training *(include Security)*
  - ▶ Developers
  - ▶ Testers
  - ▶ Customers
  
- User Stories / Use Case Development
  
- Architecture Decisions (spikes)





# Release Planning

- User Stories / Use Cases Drive...
  - ▶ Acceptance Test Scenarios
  - ▶ Estimations may affect priorities and thus the composition of the release
  - ▶ Inputs for Threat Modeling
  - ▶ Security Testing Scenarios
- Finalize Architecture & Development Guidelines
  - ▶ Common Coding Standards (*include security*)
  - ▶ Conduct Initial Threat Modeling (assets & threats)
  - ▶ Designer's Security Checklist



# Iteration Planning

- 1-4 Weeks in Length (2 weeks is very common)
- Begins with an Iteration Planning Meeting
  - ▶ User Stories are broken down into Development Tasks
  - ▶ Developers estimate their own tasks
  - ▶ Document the Attack Surface (Story Level)
- Never Slip the Date
  - ▶ Add or Remove Stories As Necessary



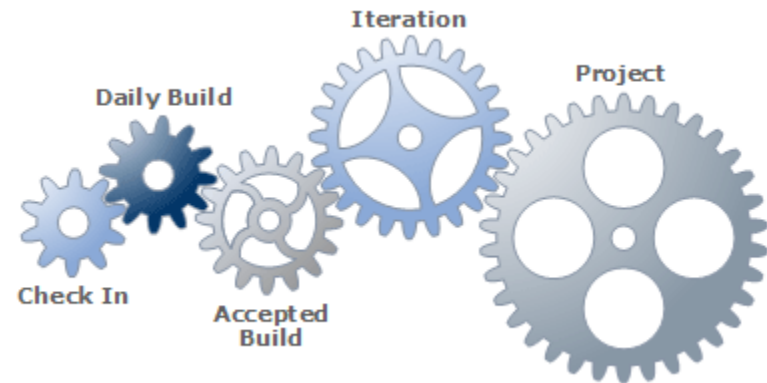
# Anatomy of a 2 Week Iteration

<p><b>Day 1:</b></p> <ul style="list-style-type: none"><li>- Iteration Planning Meeting</li><li>- Developers signup for tasks</li></ul>	<p><b>Days 2 &amp; 3:</b></p> <ul style="list-style-type: none"><li>- Architectural spikes</li><li>- Agile Modeling<ul style="list-style-type: none"><li>- Attack surface &amp; Threat Modeling</li></ul></li></ul>
<p><b>Days 4 – 9:</b></p> <ul style="list-style-type: none"><li>- Developers complete tasks</li><li>- Testers implement automated acceptance tests</li></ul> <p><b>Day 9:</b></p> <ul style="list-style-type: none"><li>- Security Code Review</li></ul>	<p><b>Day 10:</b></p> <ul style="list-style-type: none"><li>- Iteration close out<ul style="list-style-type: none"><li>- Security testing</li></ul></li></ul>



# Executing an Iteration

- Daily Stand-ups
- Continuous Integration
  - ▶ Code Scanning Tools
  - ▶ Security Testing Tools
- Adherence to Common Coding Standards and Security Guidelines
- Pair Programming
  - ▶ New Features, Refactoring, Hazardous Components
- Developer's Checklist



## Stabilizing a Release

- Just like any other iteration
- Schedule Defects & Vulnerabilities based on customer priorities
- Final Security Review (FSR)



---

## Challenges & Compromises

- Balance of Code Review vs. Pair Programming
- SDL Techniques practices in small doses throughout the duration of the project
- Threat Modeling performed against a moving target



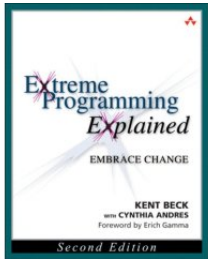
---

## Can We Be Both?

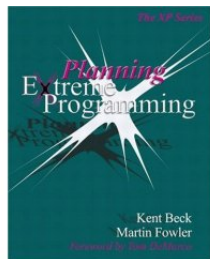
- Communication
- Simplicity
- Feedback
- Courage
- Trustworthy



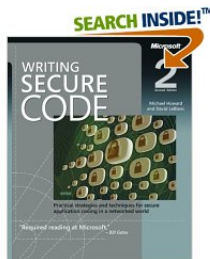
# Book Resources



- ▶ Extreme Programming Explained: Embrace Change, Kent Beck, Addison Wesley



- ▶ Planning Extreme Programming, Kent Beck and Martin Fowler, Addison Wesley



- ▶ Writing Secure Code 2<sup>nd</sup> Edition, Michael Howard and David LeBlanc, Microsoft Press





# Article Resources

- The New Methodology, Martin Fowler  
<http://www.martinfowler.com/articles/newMethodology.html>
- The Trustworthy Computing Security Development Lifecycle, Steve Lipner and Michael Howard  
<http://msdn.microsoft.com/security/default.aspx>
- Survey Says: Agile Works in Practice, Scott Ambler  
<http://www.ddj.com/dept/architect/191800169>
- SCRUM Development Process, Ken Schwaber, Advanced Development Methods  
<http://jeffsutherland.com/oopsia/schwapub.pdf>



# Web Site Resources

- <http://www.agilealliance.org>
- <http://www.xprogramming.com>
- <http://www.featuredrivendevelopment.com>
- <http://www.controlchaos.com>
- <http://msdn.microsoft.com/vstudio/teamsystem/msf/msfagile>



---

# Questions & Answers

