

Network security recap

**Agenda** 

Network security updates

Rebuilding the core of Uniface

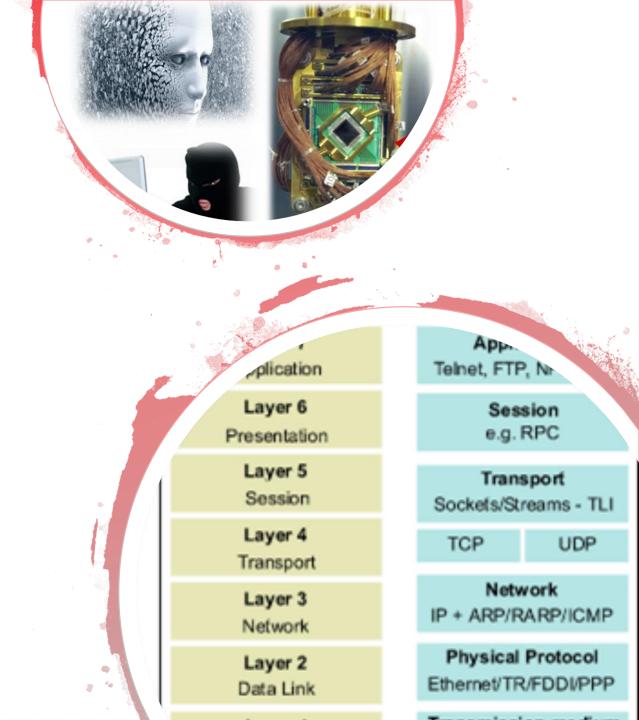
# **Network Security** Data Privacy & Encryption

# The challenge

Plain TCP is insecure

Many threats exist

Data privacy is essential





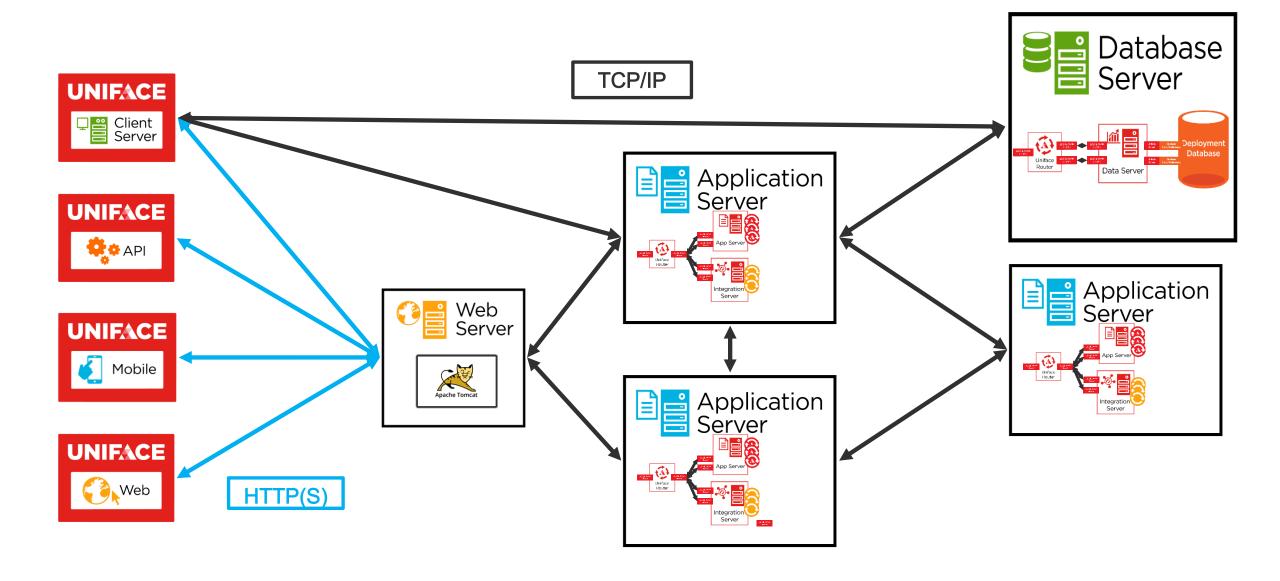
# **Global Data Breaches**

10M's to 1000M's row per year

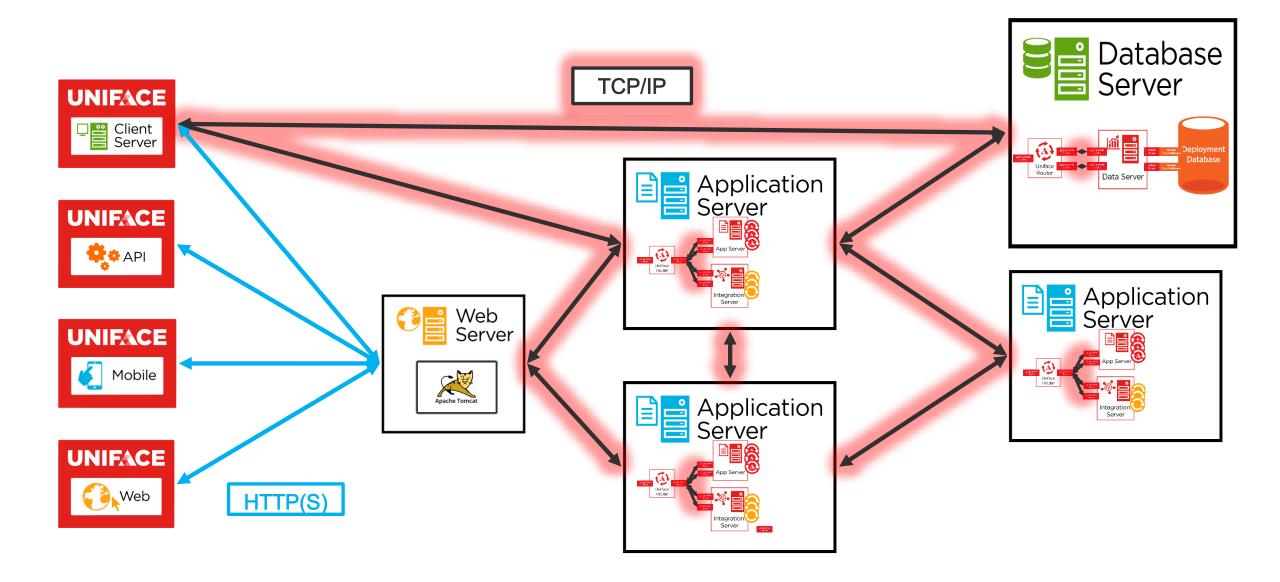
Average cost \$4M

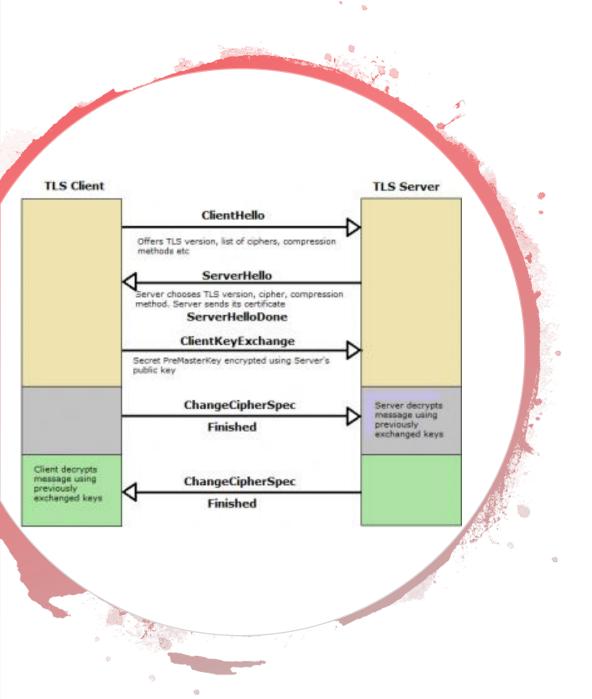
US identity theft \$16Bn in 2014

# An insecure deployment



# An insecure deployment





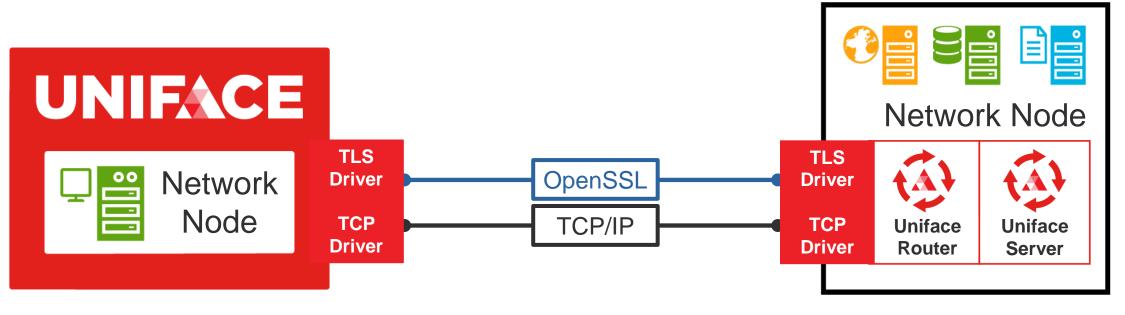
## The solution?

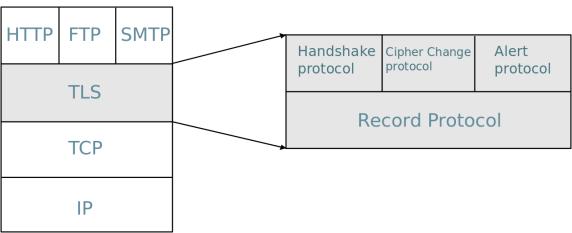
Transport Layer Security

 Cryptographic protocols secure communications

 Successor to Secure Sockets Layer (SSL)

# Cryptography layer added using OpenSSL







# OpenSSL

Cryptography 'Swiss Army Knife'

 Backed by major organisations and government institutions

Well maintained & supported

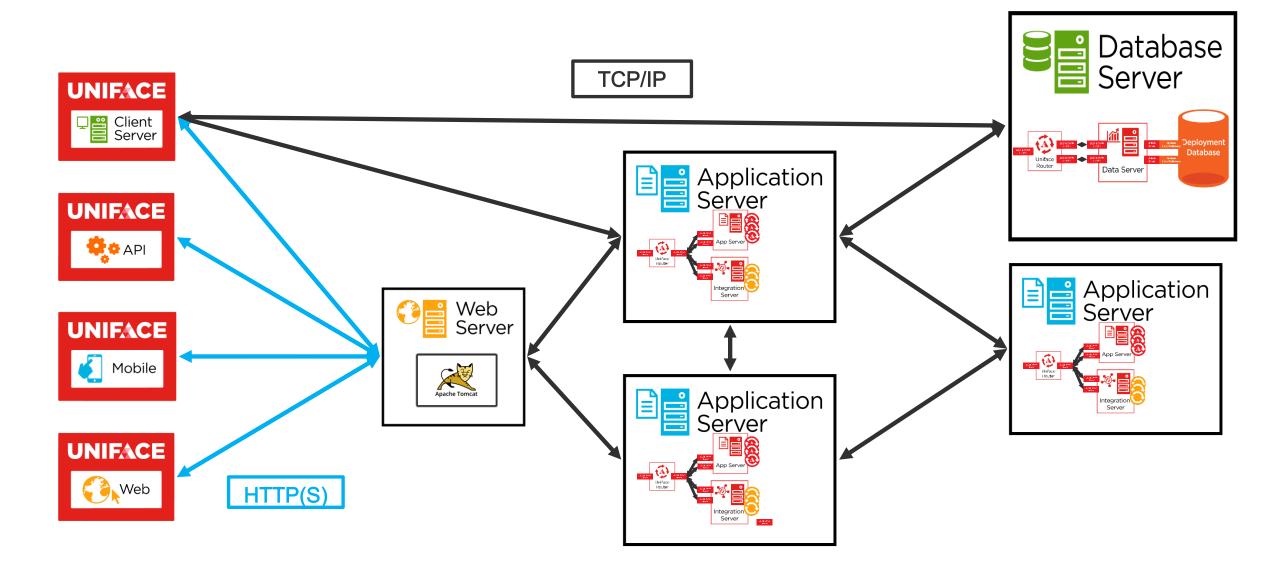
Platform coverage



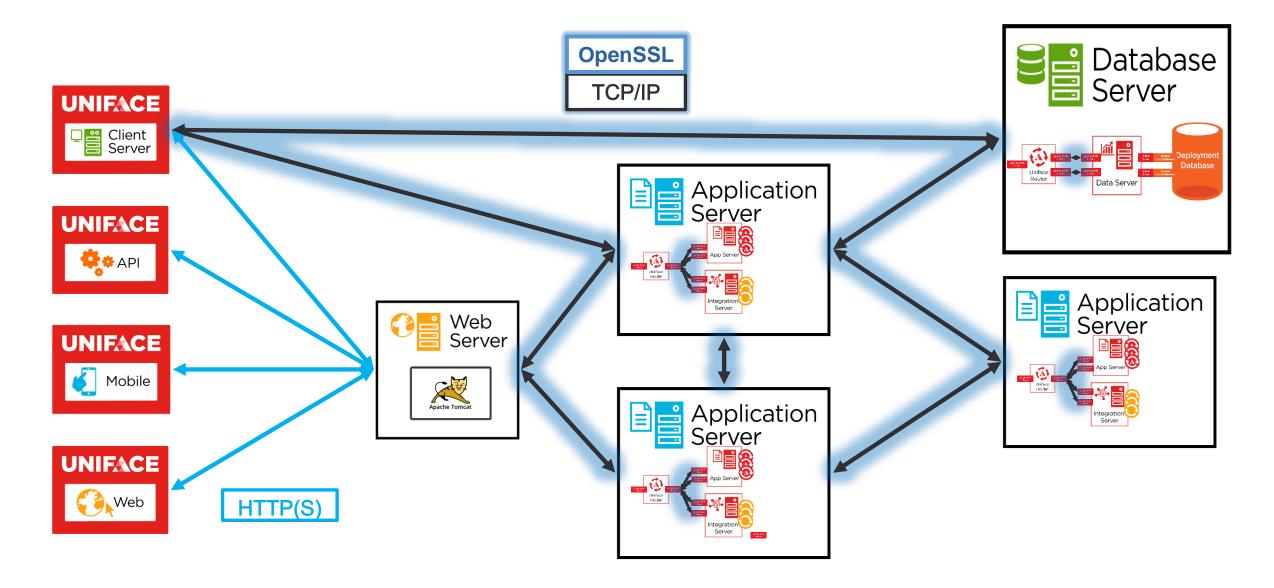
# Familiar configuration

- Regular driver approach
  - TLS:
  - USYS\$TLS\_PARAMS
- Connection profiles in
  - [NET\_SETTINGS]

# Insecure deployment



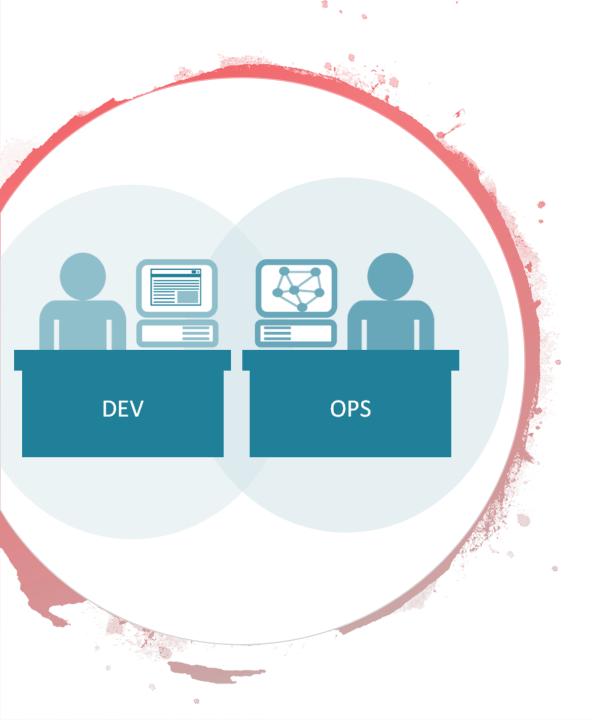
# Secure deployment





# **TLS Coverage**

- TLS Network Driver
  - Client Server & WRD
  - PostMessage
  - Debugger
- Roadmap
  - Urouter monitor over TLS
  - Upopmail over TLS
  - LDAP over TLS
  - Ongoing



## **Considerations**

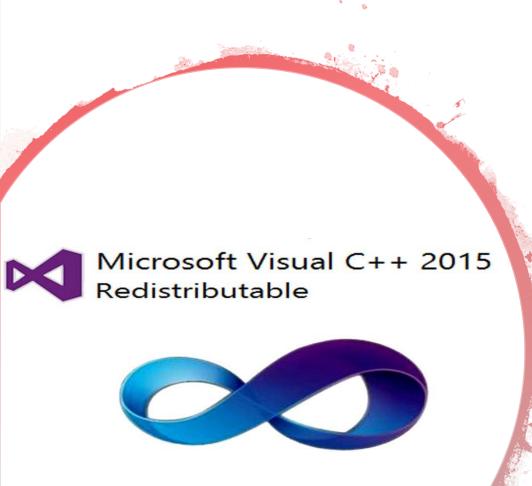
- Development
  - More or less no change
  - Transaction size
  - Client vs server processing
- Operations
  - Understand security and encryption
  - Understand encryption policies are required
  - Use the PathScrambler (in encryption mode!)
- Security is a shared responsibility

# **Uniface Core** Security & Performance



# **Currency & Refactoring**

- Platform support
  - Windows, Linux/Unix, iSeries
  - C compilers & Operating Systems
  - Dependencies
    - ICU updated
    - SOAP stack updated
- Utilized new coding practices
- Fixed breaking changes
- Future proofed as much as possible
- 5½ man years invested



# **Currency – VC++ 2015**

### Visual C++ change history 2003 - 2015

This article describes all the breaking changes from Visual Studio 2015 going back to Visual Studio 2003, and in this article the terms "new behavior" or "now" refer to Visual Studio 2015 and later. The terms "old behavior" and "before" refer to Visual Studio 2013 and earlier releases.

For information about Visual Studio 2017, see What's new for Visual C++ in Visual Studio 2017 and Conformance Improvements in Visual C++ in Visual Studio 2017.

### ① Note

There are no binary breaking changes between Visual Studio 2015 and Visual Studio 2017.

When you upgrade to a new version of Visual Studio, you might encounter compilation and/or runtime errors in code that previously compiled and ran correctly. Changes in the new version that cause such problems are known as *breaking changes*, and typically they're required by modifications in the C++ language standard, function signatures, or the layout of objects in memory.

To avoid run-time errors that are difficult to detect and diagnose, we recommend that you never

### In this article

Visual C++ 2015 Conformance Changes

Compiler Conformance Improvements in Visual Studio 2015

Visual Studio 2013 Conformance Changes

Visual C++ 2012

Breaking Changes Visual C++ 2010

Breaking Changes

Visual C++ 2008 Breaking Changes

Visual C++ 2005 Breaking Changes

Visual C++ .NET 2003 Breaking Changes

See Also

# **Bypass Overflow** something Gain Privileges Gain Code **Information Execution** DoS

# **Security – VC++ 2015**

Ongoing fixes are important

Various exploits fixed to date

Supported releases only



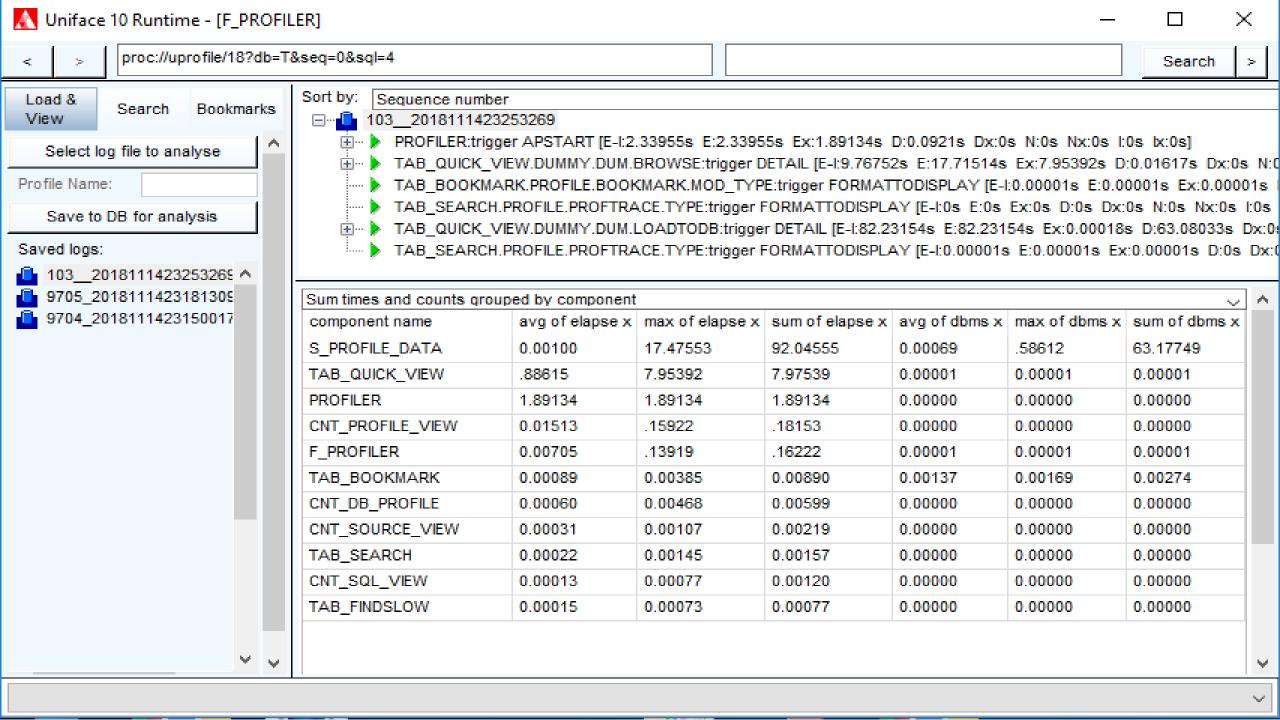
# **Performance**

Currency

Refactoring

Improved up to ~20%

Note: Every application is different!



# **Test results**

