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| 1. Record Nr. | UNINA9910823022103321 |
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| Titolo | Software test attacks to break mobile and embedded devices // Jon Duncan Hagar |
| Pubbl/distr/stampa | Chapman & Hall/CRC [Imprint], Oct. 2017 Boca Raton, : CRC Press LLC Florence, : Taylor & Francis Group [distributor] Boca Raton : , : CRC Press, , [2014] 2014 |
| ISBN | 1-4987-6014-7 0-429-07191-4 1-138-46844-4 1-4665-7530-1 |
| Edizione | [1st edition] |
| Descrizione fisica | 1 online resource (xxxi, 316 pages) : illustrations |
| Collana | Chapman & Hall/CRC Innovations in Software Engineering |
| Classificazione | COM051230COM053000MAT000000 |
| Disciplina | 005.14 005.8 |
| Soggetti | Penetration testing (Computer security) Mobile computing - Security measures Embedded computer systems - Security measures |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references. |
| Nota di contenuto | Front Cover; Contents; Foreword by Dorothy Graham; Foreword by Lisa Crispin; Preface; Acknowledgments; Copyright and Trademarks Declaration Page; Introduction; Author; Chapter 1: Setting the Mobile and Embedded Framework; Chapter 2: Developer Attacks: Taking the Code Head On; Chapter 3: Control System Attacks; Chapter 4: Hardware Software Attacks; Chapter 5: Mobile and Embedded Software Attacks; Chapter 6: Time Attacks: "It's about Time"; Chapter 7: Human User Interface Attacks: "The Limited (and Unlimited) User Interface"; Chapter 8: Smart and/or Mobile Phone Attacks Chapter 9: Mobile/Embedded SecurityChapter 10: Generic Attacks; Chapter 11: Mobile and Embedded System Labs; Chapter 12: Some Parting Advice; Appendix A: Mobile and Embedded Error Taxonomy: A |

Software Error Taxonomy (for Testers); Appendix B: Mobile and Embedded Coding Rules; Appendix C: Quality First: "Defending the Source Code So That Attacks Are Not So Easy"; Appendix D: Basic Timing Concepts; Appendix E: Detailed Mapping of Attacks; Appendix F: UI/GUI and Game Evaluation Checklist; Appendix G: Risk Analysis, FMEA, and Brainstorming; References; Glossary; Back Cover

Sommario/riassunto

Annotation
