Pushing Left, Like a Boss: Part 4 — Secure Coding
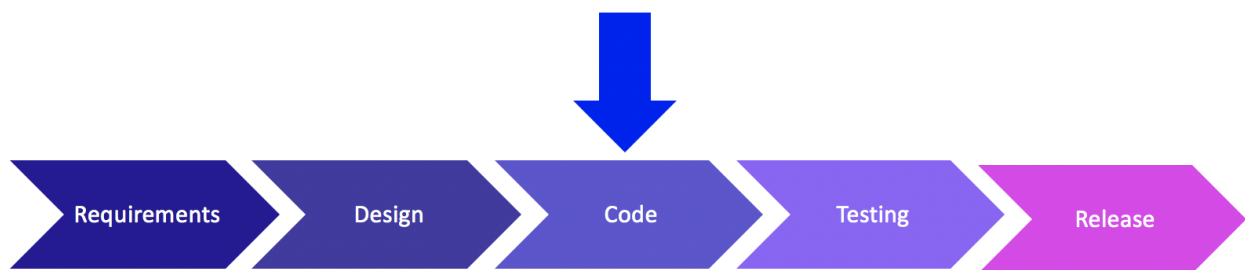
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In the previous article in this series we discussed secure design concepts such as least privilege, reducing attack surface, failing safe and defense in depth (layered protection). In this article, we are going to talk about secure coding principles which could be used to help guide developers when implementing security controls within in software.

As we discussed before, a security flaw is a design problem, while a security bug is an implementation problem (a problem in the code). Whoever wrote that code had the best intentions, but may not have had enough information, enough time, or enough guidance on how to do it correctly.

Coding Phase of the SDLC