

Security Engineering

Welcome to the Problem Sessions!

WS2018/19

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Bauhaus-Universität Weimar

October 12, 2018

Welcome!

Welcome to the problem session of **Security Engineering**.

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- Learning Ada basics and later intermediate concepts

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Actually the lecture where you can learn proper testing

Problem Sets

- You will hardly learn Ada without working on the problem sets
- Learning groups of two (or three) persons are encouraged
- From the 2nd problem we will offer mini-projects
- **Presentations:**
 - Everyone has to solve **(at least) two** and **present one** mini-project (15-20 minutes)
- **Submission Deadline for Problem Sets:**
 - Friday before the problem session by e-mail 12:00 (noon).
- The new problem set will usually be published Friday after the problem session

Apply for a Mini Project Presentation

Deadline: Thursday before the problem session, 12:00 (noon).

Policy: First come first serve.

Notification: Via email and on the website of the problem session.

Final Grade Bonus

- Achieve $\geq 25\%$ of the points for each problem set
 \implies 1/3 grade bonus
- After the end of lectures, bonus projects will be available
- Solve them and get an additional 1/3 grade bonus.

Submission Guidelines

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`<name>-<matrnumber>.tar.gz|.zip`
(one name per group suffices)

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(one name per group suffices)
- All group members have to be mentioned in the documentation (if any) or in the source file

Submission Compiler Options

- Use the following compiler switches to ensure proper coding/testing:
 - `-gnatwa`: Shows all warnings
 - `-gnatwe`: Threats all warnings as errors
 - `-gnato`: Overflow checking
 - `-gnat95|05|12`: Specifies the Ada version (Ada95, Ada05, or Ada12)

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- **Submit before the deadline!**

Comments on Source Code – Indentation

Works, but not readable.

```
with Ada.Text_IO;  
  
procedure Add_And_Hello is Left, Right, Result: Integer := 0;  
begin Result := Left + Right; Ada.Text_IO.Put(Result'Img);  
Ada.Text_IO.Put_Line("Hello World"); end Add_And_Hello;
```

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Better:

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begin  
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  Ada.Text_IO.Put (Result'Img);  
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end Add_And_Hello;
```

Comments on Source Code – Naming

You can only guess what this packages is supposed to do.

```
package Stuff is
  type Element is record
    X, Y, Z: Float := 0.0;
  end record;

  function Check1 (Left: Element; Right: Element) return Boolean;
  function Check2 (Left: Element; Right: Element) return Boolean;
  function Compute (Left: Element; Right: Element) return Element;
  function FromTo (Item: Element) return Float;
end Stuff;
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Better...Ah...it's about vectors.

```
package Vectors is
  type Vector is record
    X, Y, Z: Float := 0.0;
  end record;

  function Are_Equal (Left: Vector; Right: Vector) return Boolean;
  function Are_Orthogonal (Left: Vector; Right: Vector) return Boolean;
  function Cross_Product (Left: Vector; Right: Vector) return Vector;
  function Distance_To-Origin (Item: Vector) return Float;
end Vectors;
```

Comments on Source Code – Use Clause

Source code can become unclear with global use clauses.

```
with Ada.Text_IO, Ada.Integer_Text_IO, Ada.Float_Text_IO;  
use Ada.Text_IO, Ada.Integer_Text_IO, Ada.Float_Text_IO;  
  
procedure Calculator is  
  Left, Right, Result_A: Integer := 0;  
  Result_Q: Float := 0.0;  
begin  
  Result_A := Left + Right;  
  Result_Q := Float(Left)/Float(Right);  
  
  Put(Result_Q + Result_Q); -- Ada.Float_Text_IO  
  Put(Result_A + Result_A); -- Ada.Integer_Text_IO  
  Put(Result_A'Img);        -- Ada.Text_IO  
end Caculator;
```

Comments on Source Code – Use Clause

The local the better. Or even more better: package renaming.

```
with Ada.Text_IO, Ada.Integer_Text_IO, Ada.Float_Text_IO;

procedure Calculator is
  package ATIO renames Ada.Text_IO;
  package AIIO renames Ada.Integer_Text_IO;
  package AFIO renames Ada.Float_Text_IO;

  use ATIO; -- local use clause

  Left, Right, Result_A: Integer := 0;
  Result_Q: Float := 0.0;

begin
  Result_A := Left + Right;
  Result_Q := Float(Left)/Float(Right);

  AFIO.Put(Result_Q + Result_Q); -- Ada.Float_Text_IO
  AIIO.Put(Result_A + Result_A); -- Ada.Integer_Text_IO
  Put(Result_A'Img);             -- Ada.Text_IO (ATIO)
end Calculator;
```

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- `i := i + 1` \Rightarrow **not** `+=` or `++`
- When using a Switch-Case, one always needs a default denoted as `when others => ...` (unless all cases are covered)
- Variables have to be declared in the beginning of a procedure or a function

Questions?