TECHNICAL REPORT

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Programming languages — Guidance to avoiding vulnerabilities in programming languages —

Part 1:
Language-independent guidance

Langages de programmation — Conduite pour éviter les vulnérabilités dans les langages de programmation —

Partie 1: Conduite indépendante du langage

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

Attention is drawn to the possibility that some of the elements of this document can be the subject of patent rights. ISO and IEC shall not be held responsible for identifying any or all such patent rights. Details of any patent rights identified during the development of the document will be in the Introduction and/or on the ISO list of patent declarations received (see www.iso.org/patents) or the IEC list of patent declarations received (see http://patents.iec.ch).

Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see www.iso.org/iso/foreword.html.

This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 22, *Programming languages, their environments and system software interfaces*.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

This first edition cancels and replaces ISO IEC TR 24772:2013, which has been split into several parts.

A list of all parts in the ISO/IEC 24772 series can be found on the ISO website.

Introduction

All programming languages contain constructs that are incompletely specified, exhibit undefined behaviour, are implementation-dependent, or are difficult to use correctly. The use of those constructs can therefore give rise to *vulnerabilities*, as a result of which software programs can execute differently than intended by the writer. In some cases, these vulnerabilities can endanger the safety of a system or be exploited by attackers to compromise the security or privacy of a system.

This document provides users of programming languages with a language-independent overview of potential vulnerabilities in their usage and ways to avoid or mitigate them. Other parts of the ISO/IEC 24772 series describe how the general observations apply to specific languages.

This document is intended to provide guidance spanning multiple programming languages, so that application developers will be better able to avoid the programming constructs that lead to vulnerabilities in software written in their chosen language and their attendant consequences. This guidance can also be used by developers to select source code evaluation tools that can discover and eliminate some constructs that could lead to vulnerabilities in their software or to select a programming language that avoids anticipated problems.

The intended audience for this document are those who are concerned with assuring the predictable execution of the software of their system; that is, those who are developing, qualifying, or maintaining a software system and need to avoid language constructs that can cause the software to execute in a manner other than intended.

Developers of applications that have clear safety, security or mission-criticality requirements are expected to be aware of the risks associated with their code and can use this document to ensure that their development practices address the issues presented by the chosen programming languages, for example by subsetting or providing coding guidelines.

Specific audiences for this document include in particular developers, maintainers and regulators of:

— safety-critical applications that can cause loss of life, human injury, or damage to the environment;

— security-critical applications that need to ensure properties of confidentiality, integrity, and availability;

— mission-critical applications that need to avoid loss or damage to property or finance;

— business-critical applications where correct operation is essential to the successful operation of the business;

— scientific, modelling and simulation applications that require high confidence in the results of possibly complex, expensive and extended calculation.

However, it should not be assumed that other developers can ignore this document. A weakness in a non-critical application can provide the route by which an attacker gains control of a system or otherwise disrupts co-hosted applications that are critical. It is hoped that all developers would use this document to ensure that common vulnerabilities are removed or at least minimized from all applications.

While this document does not discuss specification or design issues, there is recognition that boundaries among the various activities are not clear-cut. This document seeks to avoid the debate about where low-level design ends and implementation begins by treating selected issues that some can consider design issues rather than coding issues.

It should be noted that this document is inherently incomplete. It is not possible to provide a complete list of programming language vulnerabilities because new weaknesses are discovered continually. Any such report can only describe those that have been found, characterized, and determined to have sufficient probability and consequence.

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1 Scope

This document specifies software programming language vulnerabilities to be avoided in the development of systems where assured behaviour is required for security, safety, mission-critical and business-critical software. Language-specific descriptions of these vulnerabilities are provided in other parts of the ISO/IEC 24772 series.

It is applicable to the software developed, reviewed, or maintained for any application.

This document does not address software engineering and management issues such as how to design and implement programs, use configuration management tools, use managerial processes, and perform process improvement. Furthermore, the specification of properties and applications to be assured are not treated.

Vulnerabilities are described in a generic manner that is applicable to a broad range of programming languages.

2 Normative references

The following documents are referred to in the text in such a way that some or all of their content constitutes requirements of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 2382, *Information technology — Vocabulary*

ISO 80000-2, *Quantities and units — Part 2: Mathematics*

3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO/IEC 2382, ISO 80000-2 and the following apply.

ISO and IEC maintain terminological databases for use in standardization at the following addresses:

— ISO Online browsing platform: available at https://www.iso.org/obp

— IEC Electropedia: available at http://www.electropedia.org/

3.1 Terms related to communication

3.1.1
protocol
set of rules and supporting structures for the interaction of threads

Note 1 to entry: A protocol can be tightly embedded and rely on data in memory and hardware to control interaction of threads or can be applied to more loosely coupled arrangements, such as message communication spanning networks and computer systems.