

**COURSE DATA****DATA SUBJECT****Code:** 34681**Name:** Computer security**Cycle:** Undergraduate Studies**ECTS Credits:** 6**Academic year:** 2025-26**STUDY (S)**

Degree	Center	Acad. year	Period
1400 - Degree in Computer Engineering	Escola Tècnica Superior d'Enginyeria	3	Second quarter
1407 - Degree in Multimedia Engineering	Escola Tècnica Superior d'Enginyeria	4	Second quarter

SUBJECT-MATTER

Degree	Subject-matter	Character
1400 - Degree in Computer Engineering	Operating systems, distributed systems and networks	COMPULSORY
1407 - Degree in Multimedia Engineering	Optatividad	ELECTIVES

COORDINATION

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SUMMARY

Computer Security is an essential component of a computer system. Security requirements can change very quickly. On the one hand, computing dependence for daily life tasks is rapidly increasing. This brings increasing demands and expectations that indeed include security aspects, such as privacy or security in commercial transactions. On the other hand, new technologies are constantly emerging. Although these allow the construction of more sophisticated security mechanisms, they also permit the realization of more sophisticated attacks.

In this context, the subject *Computer Security* attempts to provide an overview of the essential security elements in a computer system. The contents focus on fundamental principles, and aims at teaching the student to be able to decide on and apply the most appropriate tools and techniques to accomplish the security requirements of a computer system.

The course relies on previous contents introduced in the subjects of networking, operating systems,



databases and programming. These are extended with other contents related to computer security, such as security policies, vulnerability assessment, intrusion detection or forensic analysis.

"Computer Security" is taught in the second semester of the third year, as part of the module "Operating Systems, Distributed Systems and Networks."

PREVIOUS KNOWLEDGE

RELATIONSHIP TO OTHER SUBJECTS OF THE SAME DEGREE

There are no specified enrollment restrictions with other subjects of the curriculum.

OTHER REQUIREMENTS

It is recommended that the student has completed the following subjects: Programming, Data Structures and Algorithms, Operating Systems and Computer Network Architecture. Among them, the last two are particularly relevant. They address some security-related concepts that are extended in this course.

COMPETENCES / LEARNING OUTCOMES

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G3 - Ability to design, develop, evaluate and ensure the accessibility, ergonomics, usability and security of computer systems, services and applications, and of the information that these manage.

G4 - Ability to define, evaluate and select hardware and software platforms for the development and implementation of computer systems, services and applications, in accordance with both the knowledge and the specific skills acquired in the degree.

G6 - Ability to design and develop computer systems and centralised or distributed computer architectures which integrate hardware, software and networks, in accordance with both the knowledge and the specific skills acquired in the degree.

R1 - Ability to design, develop, select and evaluate computer applications and systems while ensuring their reliability, safety and quality, according to ethical principles and current legislation and regulations.

R5 - Knowledge, management and maintenance of computer systems, services and applications.

SI2 - Ability to determine the requirements of an organisations information and communication systems, considering safety aspects and compliance with regulations and legislation.

TI2 - Ability to select, design, implement, integrate, evaluate, build, manage, exploit and maintain hardware, software and network technologies, within adequate cost and quality thresholds.

TI7 - Ability to understand, implement and manage the security and safety of computer systems.



DESCRIPTION OF CONTENTS

1. **Introduction**
 - Security Concept
 - What do we want to protect and why? Security Policy
 - Against what? Risks and Vulnerabilities
 - The Security Process
 - Regulations (ethics, law, and standards, ISACA, ISO 27000, IS2)
2. **Cryptography**
 - Symmetric Cryptography
 - Asymmetric Cryptography
 - Hashing Functions
 - Secure Communication and Storage
 - Integrity
 - Digital Signature
 - Public Key Management
 - Authentication and Session Key Exchange
 - Privacy
 - Lab
3. **Node Security**
 - Validation and Authentication
 - Access Control
 - Program Security
 - Server and Client Security
 - Lab
4. **Perimeter Security**
 - Firewall Concept
 - Packet Filtering
 - Proxies
 - Firewall Design
 - VPN Integration
 - Lab
5. **Intrusion Detection and Handling**
 - Host-Based Intrusion Detection (HIDS)
 - Network-Based Intrusion Detection (NIDS)
 - Honeypots and Honeynets
 - Forensic Analysis
 - Lab
6. **Audit and Ethical Hacking**
 - Introduction to the audit process
 - Penetration tests and its types
 - Phases of an attack/pentest
 - Tools for ethical hacking

WORKLOAD

PRESENCIAL ACTIVITIES



Activity	Hours
Theory	30,00
Laboratory	20,00
Classroom practices	10,00
Total hours	60,00

NON PRESENCIAL ACTIVITIES

Activity	Hours
Attendance at other activities	0,00
Individual or group project	10,00
Independent study and work	30,00
Preparation of lessons	30,00
Preparation for assessment activities	20,00
Resolution of case studies	0,00
Total hours	90,00

TEACHING METHODOLOGY

Activities will be conducted according to the following distribution:

- Theoretical activities. During theory lectures, the key and most complex aspects will be explained in detail. Student participation will be promoted
- Practical activities. They complement the theoretical activities. These include the following: exercise based lectures, discussion sessions, labs and scheduled tutorials. During the practical activities, students will apply the foundations of computer security to solve a range of practical challenging problems.
- Student's individual work. This includes the realization (outside the classroom) of monographs, literature research, questions, problems, and the preparation of classes and exams (study). These are done individually and attempt to promote autonomous learning.
- Team-Work in small groups. Team work done in small groups (2-4) outside the classroom. This type of activity attempts to develop team work skills.

The e-learning platform of the University of Valencia will be used to support communication with students. This platform will provide access to course

EVALUATION

FIRST CALL

The subject may be evaluated in two ways. In the first scheme, both in-class quizzes and the final quiz have a weight in the final mark. In the second scheme, in-class quizzes do not compute. The final grade will be the greater of the grades obtained by using the two schemes.



In the first call the course grade will be composed of the following:

- **Evaluation of theory and problems (TP)**. This part will account for 70% of the final grade. The student will need to obtain a minimum of 4.5 points out of 10 to be able to pass the module. Otherwise the module will be failed. The mark for this part will depend on student participation and three quizzes taken along the course. These are detailed below:

The Continuous Evaluation (EC) component is based on the student's participation and involvement in the teaching-learning process. Both regular attendance and in-class activities are considered. This part cannot be recovered.

Quizzes. These consist of two in-class quizzes which will be conducted in the first half of the semester (called T1) and during the second half of the semester (T2), and one final quiz that will be conducted outside school hours during the exam period (called T3).

Each of these tests will address all of the subject content taught until the quiz date.

To avoid penalizing students who perform better in the final quiz than in the other in-class tests, TP is calculated as follows:

$$TP = \text{Maximum}(0.15 * CE + 0.15 * T1 + 0.25 * T2 + 0.45 * T3, 0.15 * CE + 0.85 * T3)$$

- **Evaluation of the laboratory activities (L)**, which depends on the achievement of objectives in the laboratory sessions.

Labs are carried out in pairs. The laboratory grade accounts for 30% of the final grade. As with TP, it will be necessary to obtain a minimum of 4.5 points out of 10 to be able to pass the module. Otherwise the module will be failed. All lab sessions will have the same weight on the final grade.

Were some student unable to attend a session, lab work should be submitted to the lab instructor before the laboratory session is held. Delivery shall be in person, during tutorial hours. The student should be prepared to answer questions about the work and to re-do parts of it in real-time (with minor changes). This type of delivery will be penalized by subtracting 20% of the grade obtained.

The algorithm used to compute the final grade is given below:

If TP less than 4.5 or L less than 4.5

$$\text{final_grade} = \text{Minimum} (TP, L)$$

In another case:

$$\text{final_grade} = 0.7 * TP + 0.3 * L$$

**SECOND CALL**

For the second call, a delivery period to submit laboratory work will be opened. Students should submit laboratory work in person, during tutorial hours. The student should be prepared to answer questions about the work and to re-do parts of it in real-time (with minor changes). A grade penalty of 30% will apply for this type of submission.

A final examination (FE) will be also be held and this exam will substitute the T3 test.

Except for these two differences, the module will be evaluated in the same way as in the first call (the EC mark will be the same as in the first call).

To apply for an advance call, students must have previously taken the course and have obtained the minimum mark required in assessing the practical laboratory activities (L). In this way, it is attempted to reconcile the right of students to an advance call with the subject's teaching methodology and evaluation criteria.

In any case, the evaluation of this subject will be done in compliance with the University Regulations in this regard, approved by the Governing Council on 30th May 2017 (ACGUV 108/2017). Copying or plagiarism of any activity that is part of the evaluation will result in the impossibility of passing the course, and the student will then be subject to the appropriate disciplinary procedures indicated in the ACTION PROTOCOL FOR FRAUDULENT PRACTICES AT THE UNIVERSITY OF VALENCIA ([ACGUV 123/2020](#)).

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