

SP Lab 3: Race Conditions

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Checkpoint 1. What is a race condition?

Checkpoint 2. What is the general target for race condition attacks?

Checkpoint 3. What is the TOCTTOU (Time Of Check To Time Of Use) design flaw?

Checkpoint 4. What is the relationship between TOCTTOU design flaw and the race condition attack?

Checkpoint 5. Explain if a race condition is always guaranteed to succeed.

Checkpoint 6. What is a symlink / path attack?

Checkpoint 7. How is a symlink / path attack related to a race condition?