Rule 10. Environment (ENV)

- ENV30-C. Do not modify the object referenced by the return value of certain functions
- ENV31-C. Do not rely on an environment pointer following an operation that may invalidate it
- ENV32-C. All exit handlers must return normally
- ENV33-C. Do not call system()
- ENV34-C. Do not store pointers returned by certain functions

Risk Assessment Summary

<table>
<thead>
<tr>
<th>Rule</th>
<th>Severity</th>
<th>Likelihood</th>
<th>Remediation Cost</th>
<th>Priority</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENV30-C</td>
<td>Low</td>
<td>Probable</td>
<td>Medium</td>
<td>P4</td>
<td>L3</td>
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<td>ENV31-C</td>
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<tr>
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<td>Medium</td>
<td>Likely</td>
<td>Medium</td>
<td>P12</td>
<td>L1</td>
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Related Rules and Recommendations

- ENV00-J. Do not sign code that performs only unprivileged operations
- ENV01-C. Do not make assumptions about the size of an environment variable
- ENV01-J. Place all security-sensitive code in a single JAR and sign and seal it
- ENV02-C. Beware of multiple environment variables with the same effective name
- ENV02-J. Do not trust the values of environment variables
ENV03-C. Sanitize the environment when invoking external programs

ENV03-J. Do not grant dangerous combinations of permissions

ENV04-J. Do not disable bytecode verification

ENV05-J. Do not deploy an application that can be remotely monitored

ENV06-J. Production code must not contain debugging entry points

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Rec. 10. Environment (ENV)