Abstract

A novel method of design & development of an intrusion detection system through design patterns is presented in this paper. Large scale use of computers and networking in various day to day businesses and individual communication applications has given rise to security issues. The process of monitoring the events occurring in a computer network and analyzing them for any sign of intrusion is known as IDS. Design pattern is a metric that measures how much of an object oriented design can be understood and represented as IDS. This paper presents a quantifiable and observable definition of metric for IDS. The IDS through design pattern is easier to implement compared to techniques like IDDM and IDS through UNIX system calls. The quantitative results shown in this paper projects the effectiveness of the proposed method that can be widely used in security systems.
Reference

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**Index Terms**

Computer Science  
Security

**Key words**

IDS - Intrusion Detection System  
FP-Functional Points

IDDM - Intrusion Detection in Data Mining