

System Security Acquisition and Development

What?

This policy ensures that all new and existing state agency systems are acquired and developed securely. This includes software, hardware, and services. It covers everything from planning and design to coding, testing, and deployment.

When?

This policy applies throughout the entire lifecycle of a system:

- **Before you buy:** When planning, budgeting, and selecting technology.
- **During development:** When designing, coding, and testing systems.
- **After deployment:** When managing, monitoring, and updating systems.

Why?

- **Protect State Data:** Prevent unauthorized access, use, disclosure, disruption, modification, or destruction of sensitive information.

Where?

You can find more specifics on this policy [HERE](#)

If you have **ANY** questions about this or any other IT policy, please contact grc@azdohs.gov.

- **Reduce Risks:** Identify and address security vulnerabilities early on.
- **Ensure Accountability:** Establish clear roles and responsibilities for secure system development and acquisition.
- **Meet Legal Requirements:** Comply with Arizona laws and federal standards (NIST, PCI DSS, etc.).

Who?

This policy applies to everyone involved in acquiring and developing state systems.

How?

This policy requires agencies to:

- **Plan for Security:** Incorporate security into the entire system lifecycle.
- **Develop Securely:** Use secure coding practices, change control, and testing.

- **Acquire Securely:** Include security requirements in contracts and evaluate vendors. **
- **Document Everything:** Maintain security documentation throughout the process.
- **Monitor Continuously:** Track system activity and address vulnerabilities.

Remember:

- **Use Existing Resources:** Take advantage of state-provided security tools and services.
- **Report Concerns:** Voice your concerns and report any potential security risks to your ISO or CIO.

***Note: To learn more about contractual requirements, speak with your agency procurement representative.*