

AI Security Fixes You Can Trust

AI-powered technology automates vulnerability remediations to significantly reduce security backlogs and frees developers to focus on innovation

The latest industry report indicates that 60% of data breaches stem from unaddressed vulnerability patches with an alarming 70% of applications still containing at least one vulnerability five years in production.¹

Most organizations rely on Static Application Security Testing (SAST) tools to uncover vulnerabilities. However, one scan can result in thousands of reported findings and hours in developer cost.

Rate of non-exploitable findings	75%
Hourly developer cost	\$200

	TRADITIONAL SOLUTIONS		MOBB	
	Time (mins)	Cost	Time (mins)	Cost
Triage time	30	\$100	0	\$0
Identify who needs to resolve the issue & open a ticket	15	\$50	0	\$0
Time for fix + review + merge	240	\$800	5	\$17
Total	285	\$950	5	\$17

FOR A 100 FINDINGS SAST REPORT:			
Triaging 100 SAST findings takes 50 hrs	+	Fixing 25 exploitable findings takes 100 hrs	= More than three weeks of work!!
Time & Cost Saved			~95%

Bring in the fixer

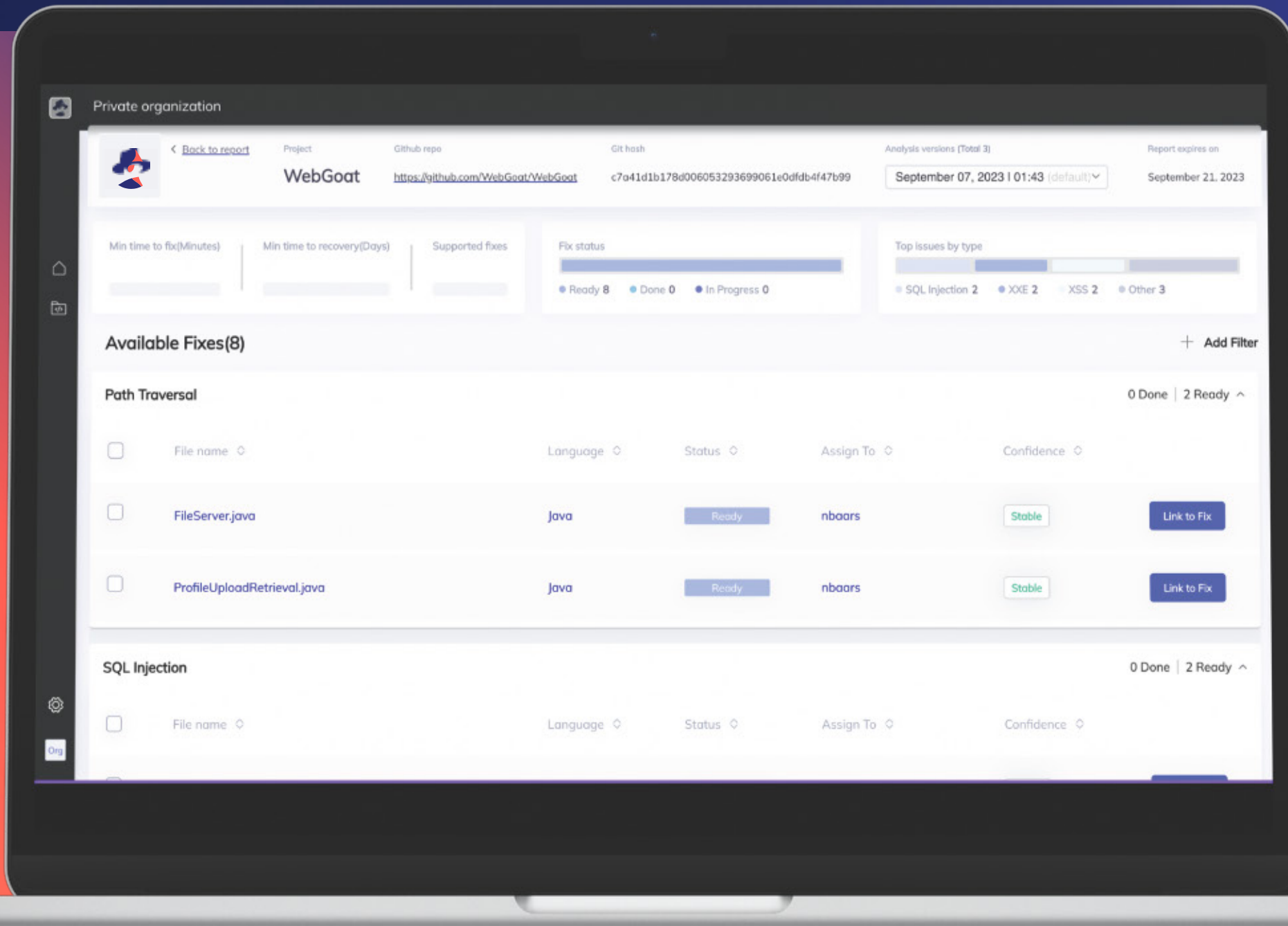
Take control of securing applications with trusted, automated fixes that are informed and verified by the developers who own the source code. Organizations can now quickly and significantly reduce the chances of being impacted by a security vulnerability exploit.



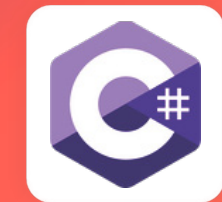
1. James, Nivedita. "35 Cyber Security Vulnerability Statistics, Facts in 2023." Astra Security Blog, 19 Apr. 2023, www.getastra.com/blog/security-audit/cyber-security-vulnerability-statistics/.

We Fix. You Approve.

Supported SAST Tools



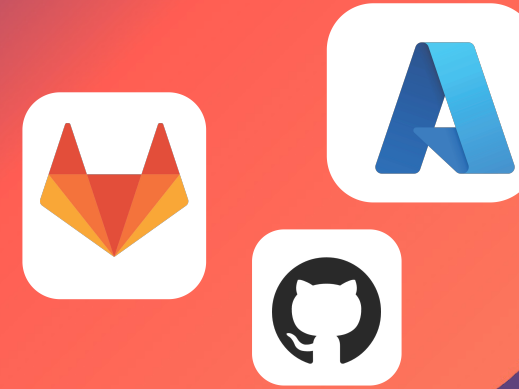
Supported Code Languages



CI/CD Integrations



SCM Support



1

Feed in SAST results

2

Review fixes

3

Commit code

\$9.44M is the average cost of a data breach in the United States. - IBM's The Cost of Data Breach 2022

35% of attacks exploit some type of software vulnerability, making applications the most common attack vector. -Forrester's The State of Application Security 2022

<\$1,000,000 Estimated annual saving for each 100 developers. -Based on fixing one vulnerability per developer on average each month



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