

# Homework 14

1. Discuss in your teams
  1. Should projects spend more on security ?
  2. What measures would you take to improve security ?
  3. Should bounties be paid to attackers after the exploit ?
2. Look through the example code in the repo, can you find any potential issues ? Think particularly about the flow of the lottery game.
3. Install the Neodyme [workshop](#) and watch the video explaining the first vulnerability

1. Introduction

2. Workshop

3. Setup

4. PoC Framework

5. Level 0 - A First Vulnerability - Presentation

5.1. Solution

6. Level 1 - Personal Vault

6.1. Hint 1

6.2. Hint 2

6.3. Bug

6.4. Solution

7. Level 2 - Secure Personal Vault

7.1. Solution

8. Level 3 - Tip Pool

8.1. Hint 1

8.2. Hint 2

8.3. Solution

9. Level 4 - SPL-Token Vault

9.1. Hint 1

9.2. Hint 2

9.3. Hint 3

9.4. Bug

9.5. Solution

Resources

Solana Security Workshop

## Introduction

Welcome to the Solana Security Workshop! Here, we look at Solana smart contracts from an attacker's perspective. By learning how to find and exploit different types of issues, you'll be able to write more secure contracts as you'll know what to watch out for.

In the first part of the course, we introduce general concepts relevant to the security of Solana contracts and explore one vulnerability in detail. Next, we've prepared several vulnerable smart contracts as challenges. Each of these illustrates a different Solana smart contract bug. You're encouraged to work on exploiting these on your own. If you get stuck, just reach out, are happy to help.

Much of the code you see during this workshop is intentionally vulnerable. Even if the bugs are fixed, the code does not follow good design guidelines. Please do all of us a favor and not use it outside of security demonstrations.

## Requirements

To follow along with this course, you need to be familiar with writing solana contracts and the [Rust](#) programming language.

You also need an environment where you can compile the example contracts and run the attacks. We have prepared prebuilt environments if you need them, for details, please refer to [Setup](#).

## Who We Are