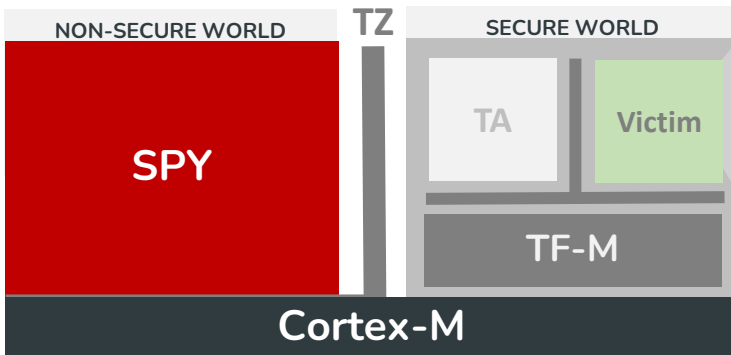


# BUSted Attack



```
signed int read_keypad(void){
    int is_pressed, mask = 0x1;
    int new_key_state = get_keypad_state(); // read key
    for (int key = 0; key < KYPD_NB_KEYS; key++){
        is_pressed = (new_key_state & mask) & ~(key_state & mask);
        if (is_pressed) // if branch (leak)
            pin[pin_idx++] = key;
        else // else branch
            dummy_pin[dummy_pin_idx++] = key;
        dummy_pin_idx = 0;
        mask <= 1;
    } // for loop
    key_state = new_key_state;
    return (4 - pin_idx);
}

void read_pin(){
    signed int pin_len = PIN_LEN;
    while(pin_len>0) // while loop
        pin_len = read_keypad();
}
```

Code based in Sancus and Texas Reference Implementation of a Keypad [1,2]

[1] [https://github.com/sancus-tee/vulcan/blob/master/demo/ecu-tcs/sm\\_tcs\\_kypd.c](https://github.com/sancus-tee/vulcan/blob/master/demo/ecu-tcs/sm_tcs_kypd.c)

[2] Implementing An Ultra-Low-Power Keypad Interface With MSP430™ MCUs