Pay 'up Pal!

Marius Gläss, Jacques Jurado & Jan Spilker Architecture, Attack Vectors, Interfaces

Target









- 1. Components & Underlying Architecture
- 2. Security Design Principles
- 3. Third-Party Components
- 4. Targets To Analyze
- 5. Q&A



Components & Underlying Architecture



Components & Underlying Architecture



Security Design Principles



Security Design Principles



Third-Party Components



Third-Party Components



Targets To Analyze



Targets To Analyze



Thank you for your attention!

