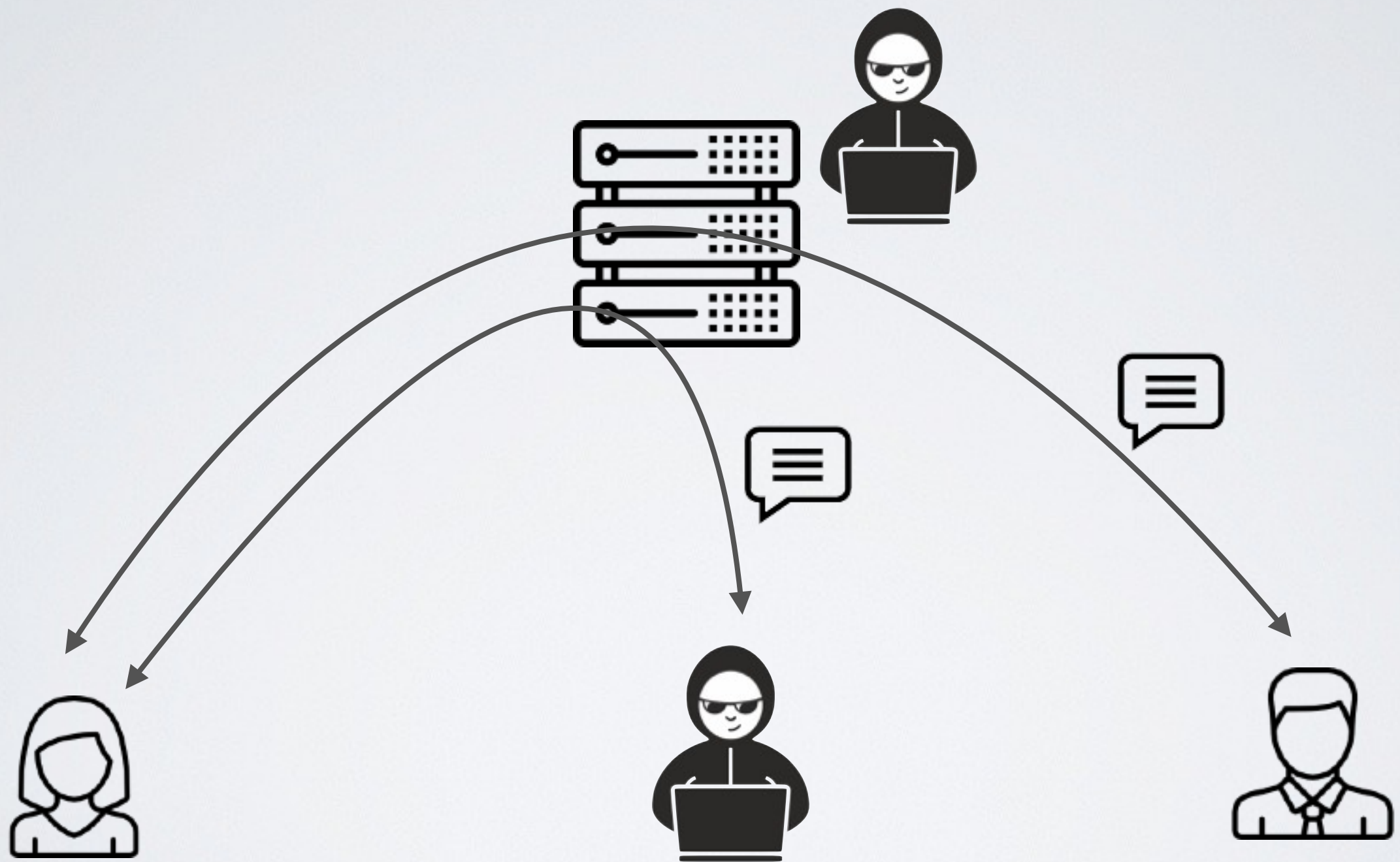


Example 3 - **Asynchronous Messaging**



Replay attacks