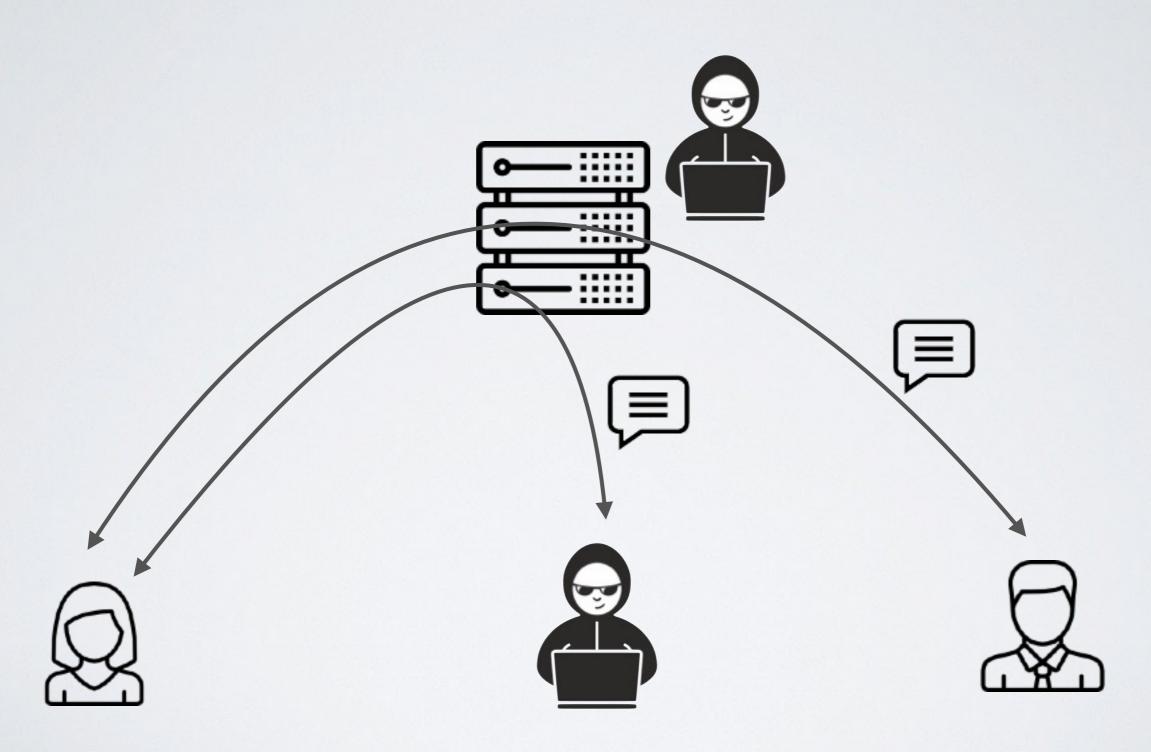
## Example 3 - Asynchronous Messaging



Replay attacks