PLATFORM IDENTIFICATION:

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we analyze security against the services that limits allowance only to the registered platforms for their users, of which core technology is called designated platform solution and it has been deployed in several critical services such as on-line banking, financial transactions and so on ...

Platform identification means to find the OS information when there are multiple OS to run on single processor then based on OS information which OS user wants to run in that OS user application will execute.

In module optee\_os /lib folder is available in that lib/libutee library is present . In libutee folder tee\_api\_property.c file available in that tee\_api\_property.c a function with name TEE\_GetPropertyAsString() function is defined.

Internally TEE\_GetPropertyAsString() this function will call propget\_get\_property().

If we want OPTEE OS information like OS name , Os provider , OS version we will pass different arguments to that function from our application then TEE\_GetPropertyAsString() gives related information about optee. We can also use one more function platform() from application by passing different arguments to platform() then this will return the OS related information. From application we call the macro PLAT\_OPTEE then it will calls OPTEE related functions and gives OS related information.

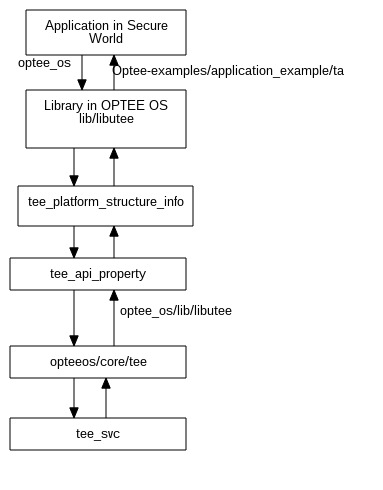
This OS related information stored in structure we pass this structure to configuration framework.

FLOWCHAT OF PLATFORM IDENTIFICATIONS:

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Example:

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From application we call the macro PLAT\_OPTEE then it will calls OPTEE related functions in optee\_os/lib/libutee/tee\_platform\_structure\_info.c function.In that tee\_platform\_structure\_info.c file will call platform() in this functions we are passing related arguments.

This platform() function will call tee\_api\_property.c file a function with name propget\_get\_property function is called .This function internally call propset\_get() ,utee\_get\_property\_name\_to\_index and utee\_get\_property().

This utee\_get\_property() update the Os structure information.