Example	Source file	Description of revision	Verified?	Logic bug?
FB	OAuth20/ResourceServer/conclude	Remove assignment of UserID to AuthorizationConclusion	TRUE	no
		Remove assignment of Realm to AuthorizationConclusion	TRUE	no
		Change it to a not server to server call nor signed request	FALSE	yes
		Change it to a signed request rather than server to server	FALSE	yes
	OAuth20/ResourceServer/createValidateTicket	Change it to a signed request.	TRUE	no
		Change it to a server to server call.	TRUE	no
	OAuth20/AuthorizationServer/ValidateTicket	Remove if statement of req.client id == tokenEntry.Realm	FALSE	yes
		Remove if statement of req.UserID == tokenEntry.UserID	FALSE	yes
		Overwrite req.client_id as null	FALSE	yes
		Overwrite req.UserID as null	FALSE	yes
		Change it to a signed request.	TRUE	no
		Change it to a server to server call.	TRUE	no
		Change (AccessTokenEntry)AccessTokenRecs.getEntry(req.access_token, req.client_id,		yes
	OAuth20/AuthorizationServer/SignInIdP	Remove if req==null check	TRUE	no
	OAutil20/Autil0112ati0113c1VC1/3igiiiiliai	Remove return Redir()	TRUE	no
	OAuth20/AuthorizationServer/Process_SignInIdP_req	Remove return real()  Remove return createAuthorizationCodeEntry()	TRUE	no
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	OAuth20/AuthorizationServer/TokenEndpoint	Remove if req==null check	TRUE	no
		Remove if IdPSessionSecret==null check	TRUE	no
		Remove if AuthCodeEntry.redirect_uri != req.redirect_uri check in "authorization_cod	TRUE	no
		Return resp to return null in "authorization_code" case	TRUE	no
		Remove if AuthCodeEntry.redirect_uri != req.redirect_uri check in "refresh_token" cas		no
		Return resp to return null in "refresh_token" case	TRUE	no
	Facebook_SDK/ResourceServerImpl/pre_AuthDone	Overwrite req.permissions as null	FALSE	yes
		Overwrite req.UserID as null	FALSE	yes
		Return new AuthorizationConclusion() instead of req	FALSE	yes
	Facebook_SDK/AuthorizationServerImpl/Redir	Change to return null	TRUE	no
	Facebook_SDK/AuthorizationServerImpl/createAccessTokenEntry	Change to return null	TRUE	no
	Facebook_SDK/AuthorizationServerImpl/createAuthorizationCodeEntry	Change to return null	TRUE	no
	Facebook_SDK/AuthorizationServerImpl/Process_ValidateTicket	Remove resp.claimed_scope = tokenEntry.permissions;	FALSE	yes
		Remove resp.access_token = req.access_token;	TRUE	no
		Remove resp.UserID = tokenEntry.UserID;	FALSE	yes
	$Facebook\_SDK/Authorization Server Impl. Access Token Dictionary\_def/find ISSBy Client IDAnd Access Token Dictionary\_def/$	Change to return null	TRUE	no
	$Facebook\_SDK/Authorization Server Impl. Access Token Dictionary\_def/find ISSBy Client IDAnd Refresh Token Dictionary\_def/find ISSBy Clie$	Change to return null	TRUE	no
	Facebook_SDK/AuthorizationServerImpl.AccessTokenDictionary_def/setEntry	Remove dict[at][Realm][UserID] = ate;	TRUE	no
LiveID	OpenIDConnect/RelyingParty/conclude	Remove assignment of User_ID to conclusion	FALSE	yes
		Overwrite RP's Realm as null	FALSE	yes
		Change it to a not server to server call nor signed request	FALSE	yes
		Change it to a signed request rather than server to server	FALSE	yes
	OpenIDConnect/RelyingParty/constructTokenRequest	Change it to a signed request.	TRUE	no
	, , , , , , , , , , , , , , , , , , , ,	Change it to a server to server call.	TRUE	no
		Change it to a signed request.	TRUE	no
		Change it to a server to server call.	TRUE	no
	OpenIDConnect/RelyingParty/AuthenticationUsingAuthorizationCodeFlow	Remove if (tokenResp == null)	TRUE	no
	OpenIDConnect/OpenIDProvider/TokenEndPoint	Remove if statement of AuthCodeEntry.Redir_dest != req.redirect_uri	FALSE	yes
	The state of the s	Remove null check for IdPSessionSecret	TRUE	no
		Remove resp.access_token = IDTokenAndAccessTokenEntry.access_token	TRUE	no
		Remove resp.refresh_token = IDTokenAndAccessTokenEntry.refresh_token;	TRUE	no
		<u> </u>	TRUE	
		Remove resp.scope = IDTokenAndAccessTokenEntry.scope; Remove resp.id token = IDTokenAndAccessTokenEntry.id token;		no
		, , ,	TRUE	no
		Overwrite resp.id_token.Claims.UserId as null Change it to a signed request.	FALSE	yes
		, , , , , , , , , , , , , , , , , , ,	TRUE	no
		Change it to a server to server call.	TRUE	no
		Change (AuthorizationCodeEntry)AuthorizationCodeRecs.getEntry(IdPSessionSecret, r		yes
	OpenIDConnect/OpenIDProvider/Redir	Remove resp.code = AuthCode.code	TRUE	no
		Remove if AuthCode == null	TRUE	no
		Change return resp to return null	TRUE	no
		Remove if (AuthCode == null)	TRUE	no

LiveID/ReplyingPartyImpl/IsVerified()	Return null	TRUE	no
LiveID/ReplyingPartyImpl/GetUserID()	return "" instead of CurrentSession["UserID"]	TRUE	no
LiveID/ReplyingPartyImpl/pre AuthDone	Overwrite the UserID as null	FALSE	yes
	Overwrite the RP's domain as null	FALSE	yes
	Return new AuthenticationConclusion() instead of reg	FALSE	yes
LiveID/AuthorizationServerImpl.IDTokenAndAccessTokenDictionary def/setEntry	Remove Dictionary[at][Realm][UserID] = ate;	TRUE	no
LiveID/AuthorizationServerImpl.AuthorizationCodeDictionary_def/setEntry	Remove Dictionary[IdPSessionSecret][client_id] = AuthorizationCodeEntry;	TRUE	no
LiveID/AuthorizationServerImpl/createAccessTokenEntry	Remove entry.scope = scope;	TRUE	no
	Return new IDTokenAndAccessTokenEntry(); instead of entry	TRUE	no
OpenID20/RelyingParty/SignInRP	Remove null check for conclusion	FALSE	yes
	Remove null check for reg	TRUE	no
	Change it to a unsigned request.	FALSE	yes
	Change it to a server to server rather than signed request	FALSE	yes
	Add this.assoc_handle = "OpenID";	TRUE	no
OpenID20/RelyingParty/RequestAuthentication	Change to signed request	TRUE	no
, , , , , , , , , , , , , , , , , , , ,	Change to a server to server request	TRUE	no
	Add this assoc handle = "OpenID";	TRUE	no
OpenID20/OpenIDProvider/SignInIdP	Remove null check for ID Claim	FALSE	ves
	Change it to a unsigned request.	FALSE	yes
	Overwrite resp.claimed id as null	FALSE	yes
	Overwrite resp.return to as null	FALSE	ves
	Remove resp.realm = req.realm;	TRUE	no
	Remove resp.identity = req.identity	TRUE	no
	Remove resp.ns = req.ns	TRUE	no
	Remove resp.mode = reg.mode	TRUE	no
OpenID20/OpenIDProvider/ValidateTicket	Change to return null	TRUE	no
OpenID20/OpenIDProvider/Redir	Remove reg.claimed id = ID Claim.UserID	FALSE	yes
	Remove reg.return to = ID Claim.Redir dest	FALSE	ves
	Change to req.claimed_id = _ID_Claim.Redir_dest and req.return_to = _ID_Claim.UserI	FALSE	yes
	Return newly created AuthenticationResponse instead of req	FALSE	yes
Yahoo RP/RelyingPartyImpl/Process SignInRP req	Remove if statement of req.return to != RP.Domain	FALSE	yes
	Remove assignment of req.claimed_id to conclusion	FALSE	yes
	Change this.Domain != req.return to to this.Domain == req.return to	FALSE	ves
	Change return conclusion to new Conclusion();	FALSE	yes
Yahoo RP/RelyingPartyImpl/GenerateURL(AuthenticationRequest req)	Overwrite req.claimed id as null	TRUE	no
Yahoo RP/RelyingPartyImpl/GenerateURL(AuthenticationResponse reg)	Overwrite reg.claimed id as null	TRUE	no
Yahoo IdP/AuthorizationServerImpl/Process SignInIdP req	Remove if statement of entry.Redir dest == reg.realm	FALSE	yes
1, 20 2	Set reg.IdPSessionSecret as null before getEntry	FALSE	yes
	Changed entry.Redir dest == req.realm to entry.Redir dest != req.realm	FALSE	yes
	Change return entry to new IDAssrtionEntry();	FALSE	yes
	Change (IDAssertionEntry)IDAssertionRecs.getEntry(req.IdPSessionSecret, req.realm) t	FALSE	yes
	Change req.realm == entry.Redir_dest req.realm != entry.Redir_dest and change retur	TRUE	no
Yahoo IdP/AuthorizationServerImpl.IDAssertionRecsDictionary def/setEntry	Remove Dictionary[IdPSessionSecret][client_id] = IDAssertionEntry;	TRUE	no