

# SUMMARY

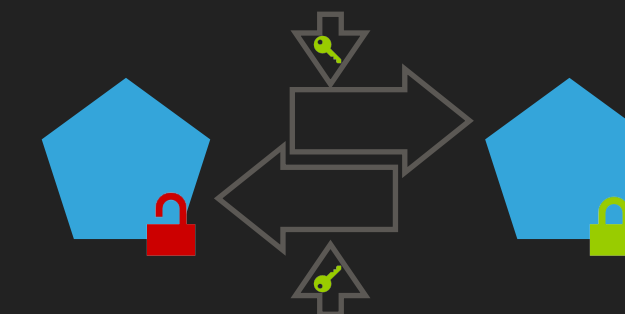
Comparing data



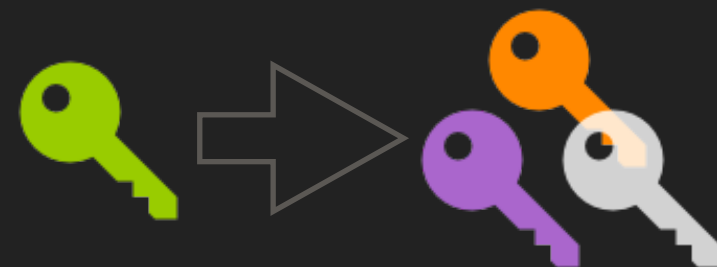
Transparent encryption



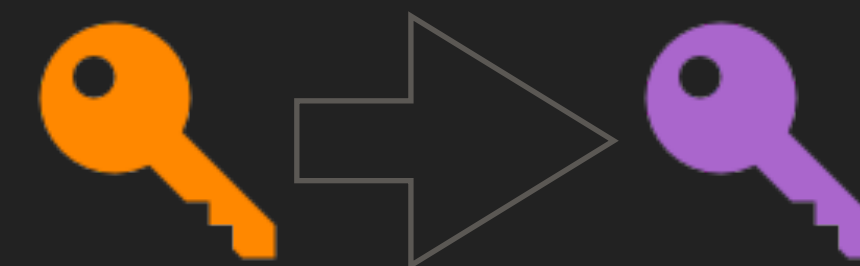
Storing data



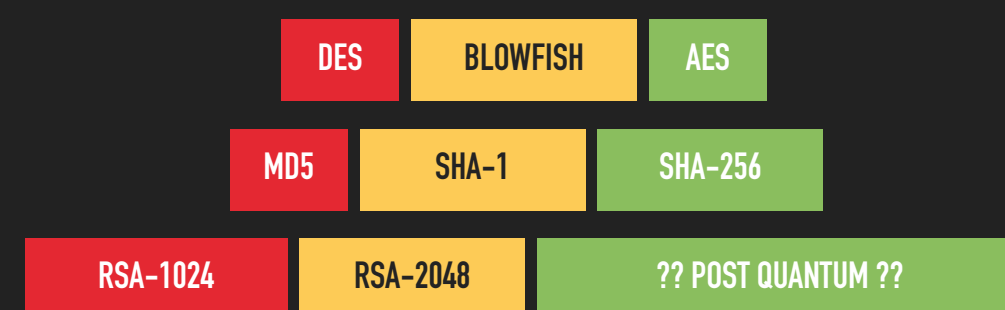
Key derivation



Key refresh



Algorithm rollover



# SUMMARY

0X123456...



Integrity

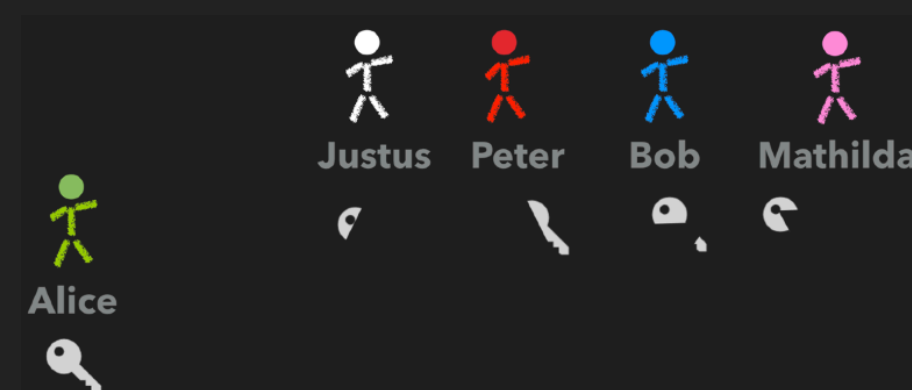
Moving Data



```
int getRandomNumber()
{
    return 4; // chosen by fair dice roll.
              // guaranteed to be random.
}
```

Entropy

Access Control



Secret Sharing

Crypto Checklist

- ☒ Data treatment ...
- ☒ Use existing ...
- ☒ ...