# SANDBOXED APPLICATIONS FOR GNOME

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#### **Credits**

William Jon McCann

Jakub Steiner

**Lennart Poettering** 

Kay Sievers

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# Why sandboxing matters

Security and privacy

Application developer experience

Application distribution

OS definition

OS user experience

# Design principles

Avoid contracts

It doesn't have to look like security

Privacy not security

Real-time feedback

Audit and revocation

Temporary / one-time access

# Key design elements

Sharing

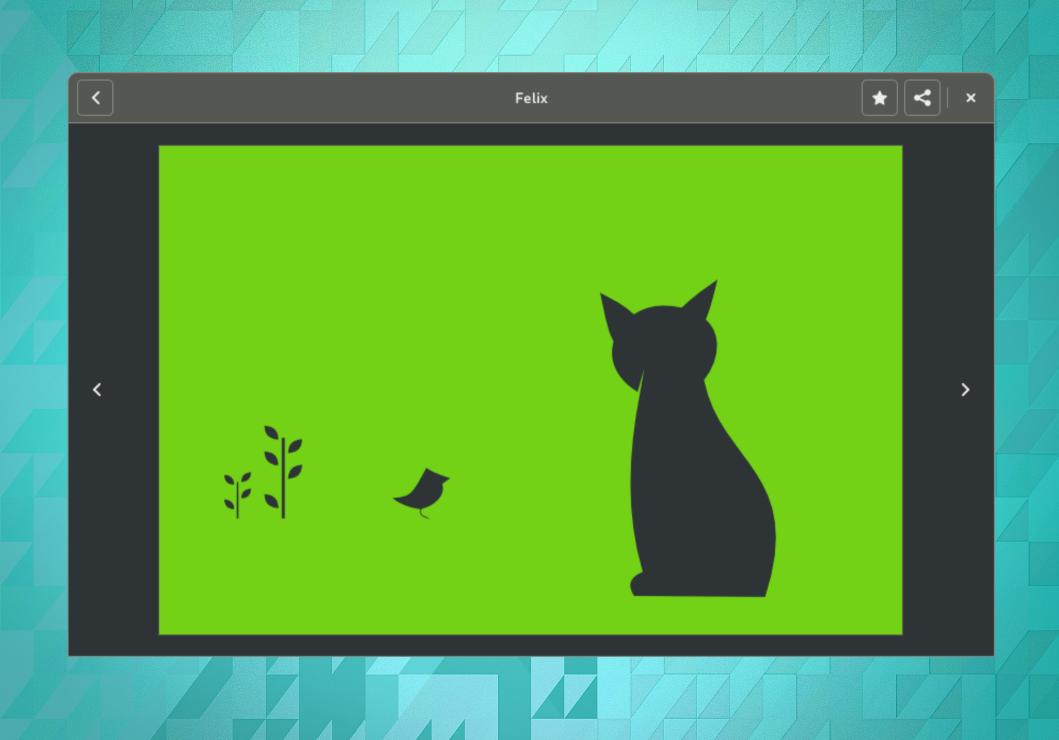
Content selection

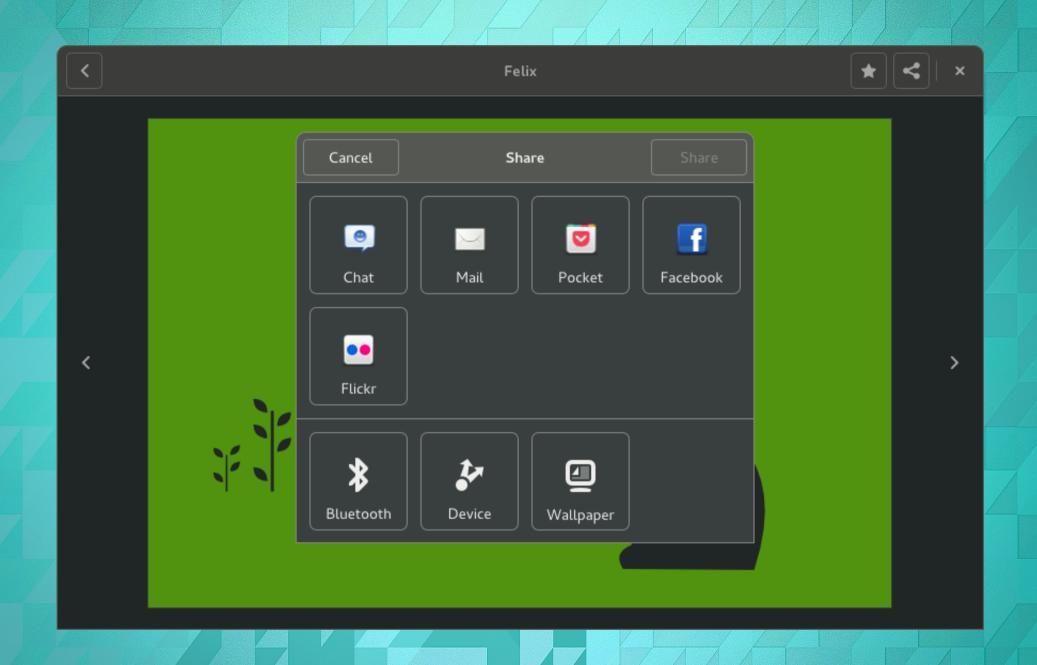
System authorisation

Real-time feedback

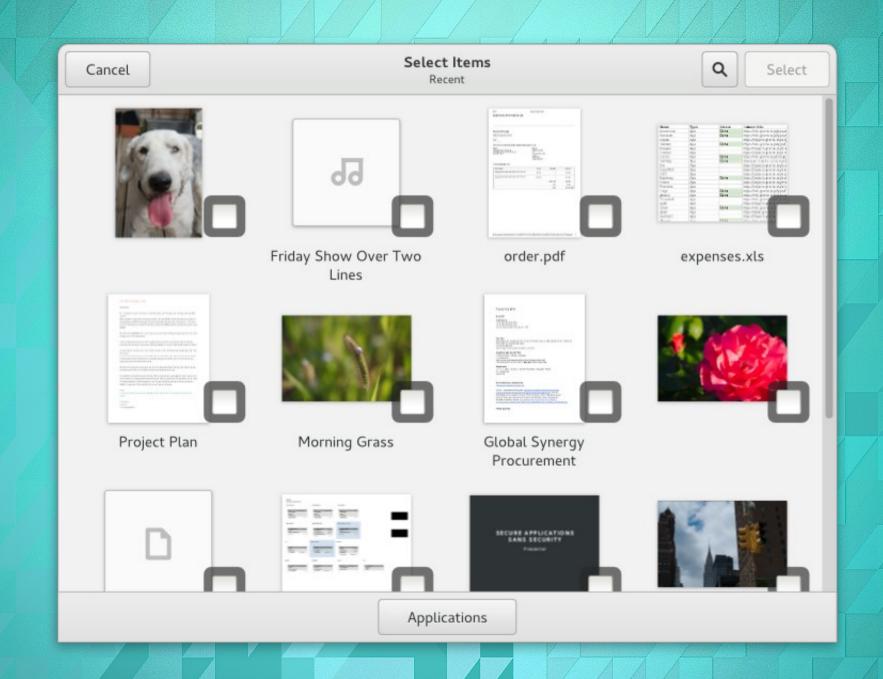
Audit and revocation

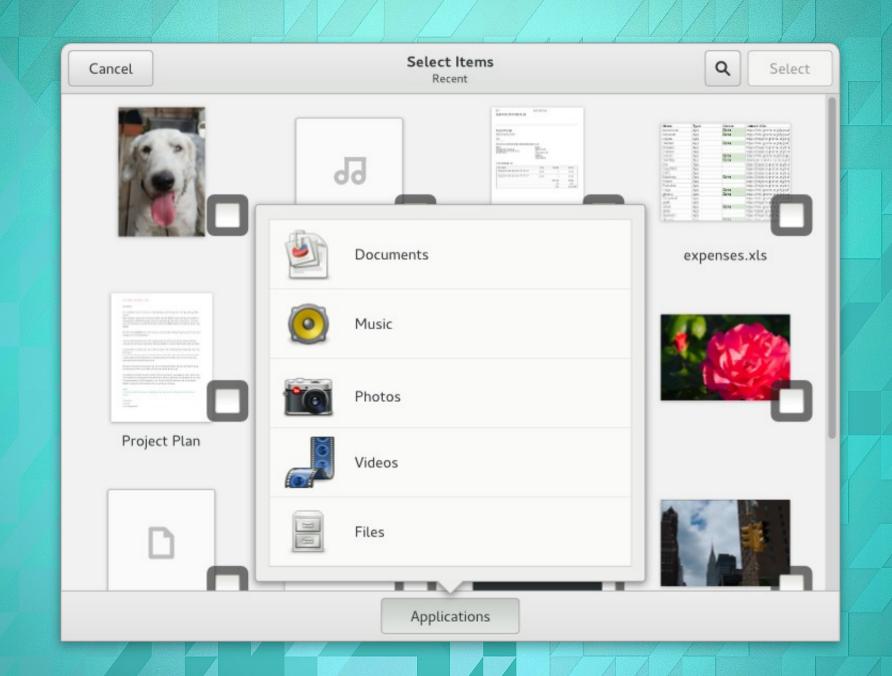
Sharing





# **Content Selection**





<	Select Items Recent Files	Q Select
<ul> <li>➢ Recent</li> <li>★ Starred</li> <li>✦ Home</li> <li>Documents</li> <li>❖ Downloads</li> <li>✔ Music</li> <li>♠ Pictures</li> <li>✦ Videos</li> </ul>	throw the ball.avi	18:45
	summer_mix.ogg	16:05
	Master Plan.odt	12:30
	morning_grass.jpg	9.45
	expenses.xls	23 Sep
	conference plan.odt	23 Sep
	comedy hour.ogg	23 Sep
	schedule.odt	23 Sep
	shep.jpg	23 Sep
	car hire.pdf	22 Sep

<	3 Selected ➤ Recent	Q Select
<ul><li>○ Recent</li><li>★ Starred</li><li>★ Home</li></ul>	throw the ball.avi	18:45
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	conference plan.odt	23 Sep
	comedy hour.ogg	23 Sep
	schedule.odt	23 Sep
	shep.jpg	23 Sep
	car hire.pdf	22 Sep

# System authorisation

3G

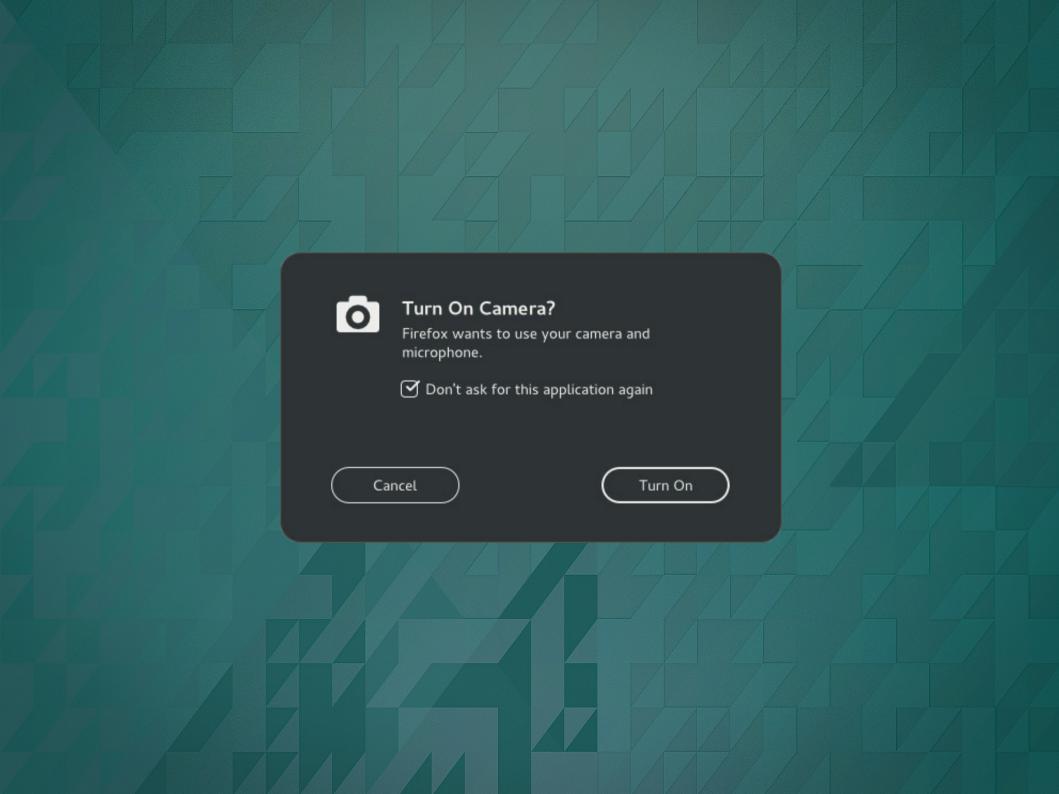
Camera

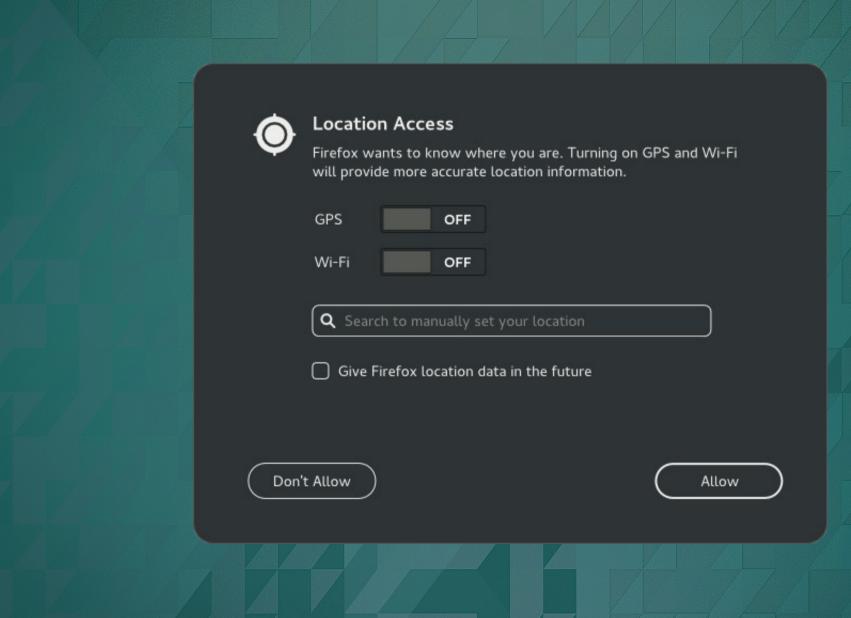
Content (Documents, Music, Pictures, Videos, ...)

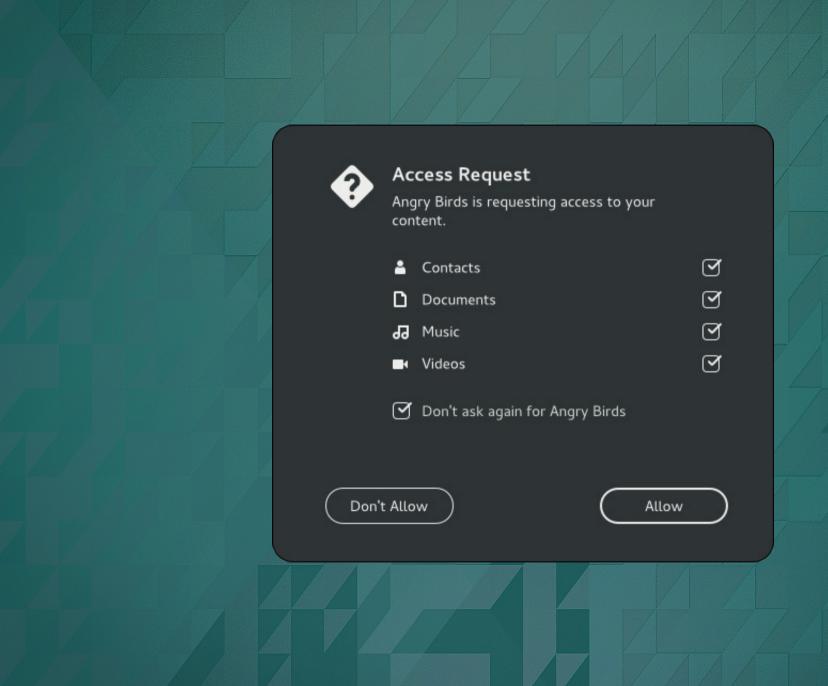
Data (Contacts, Calendar)

Location

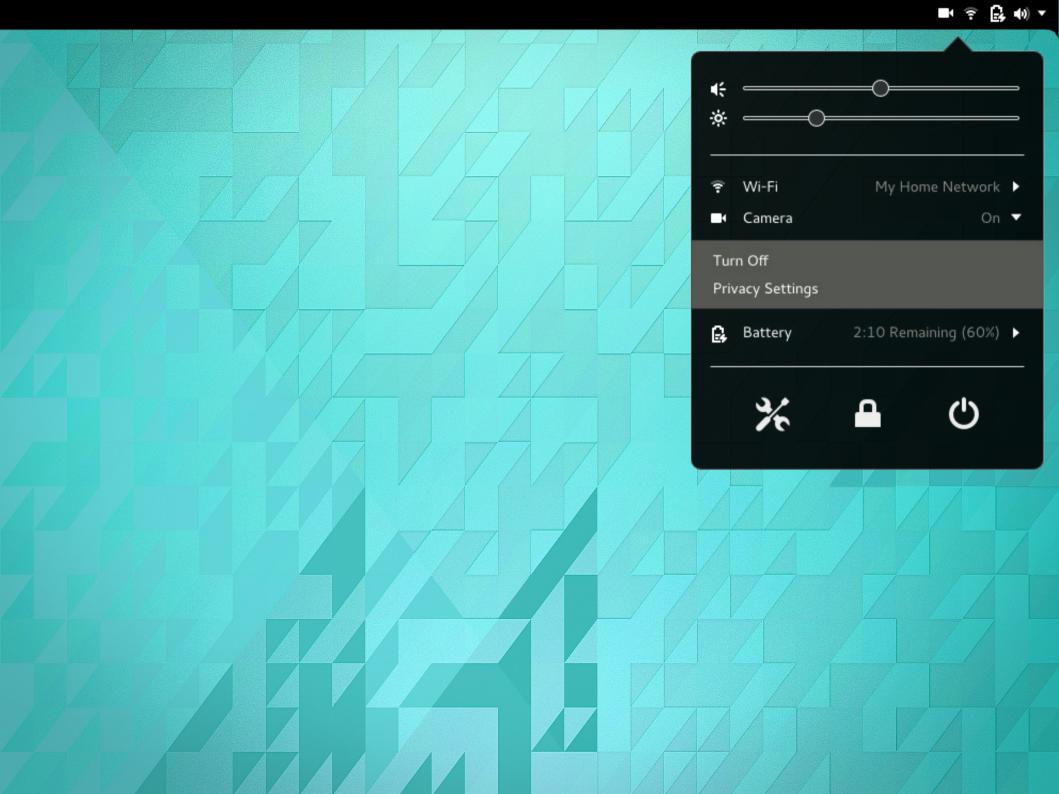
Microphone

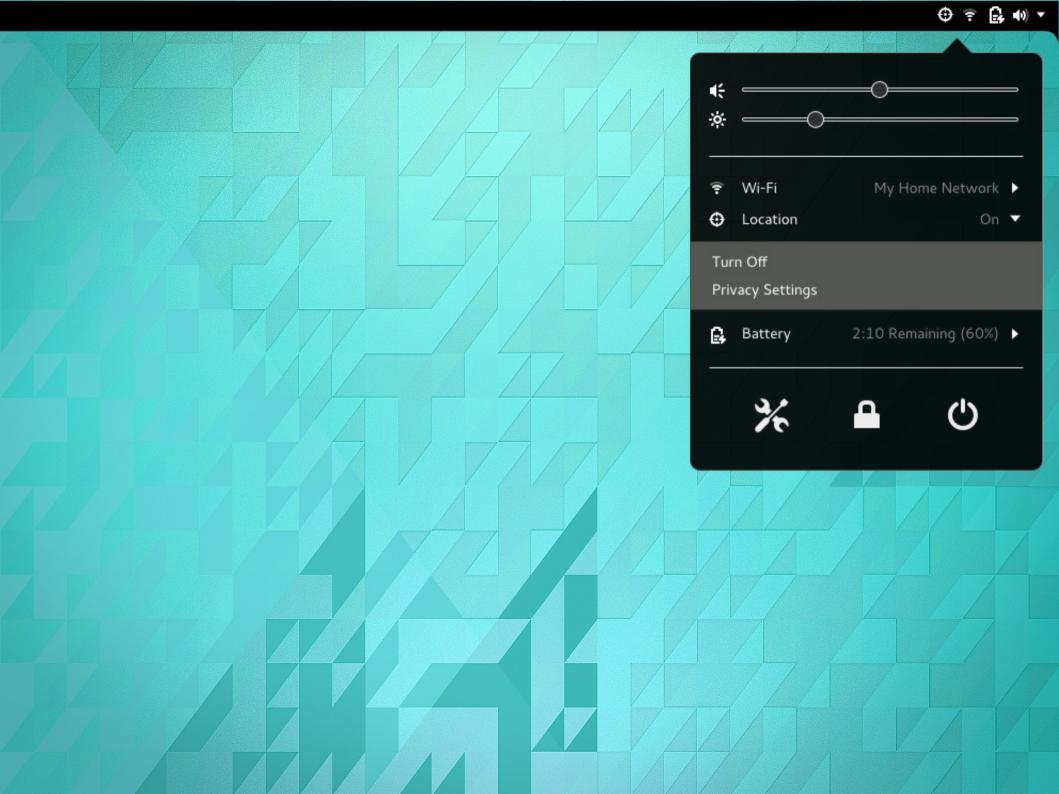






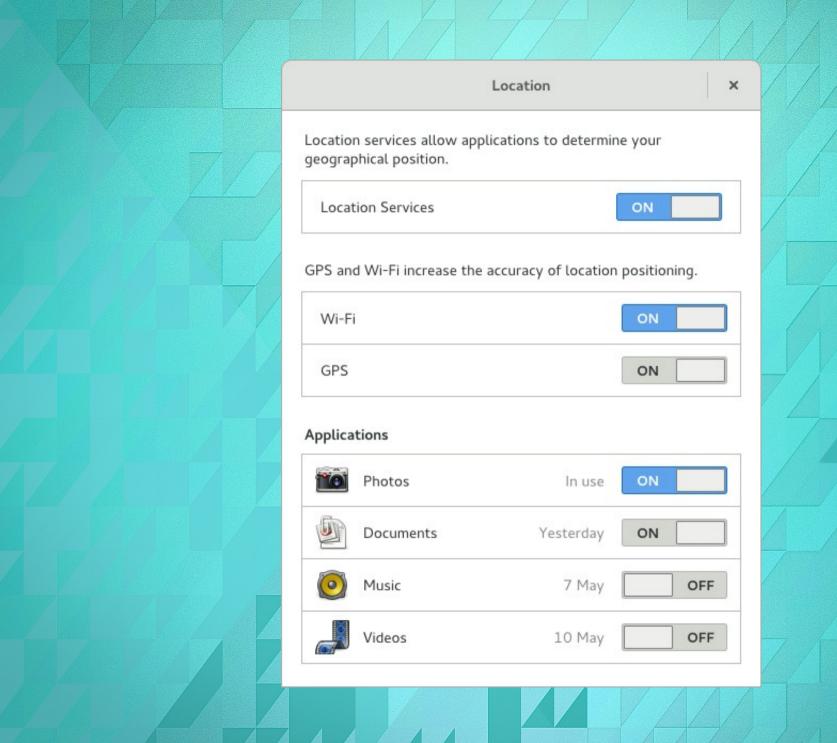
Real-time feedback

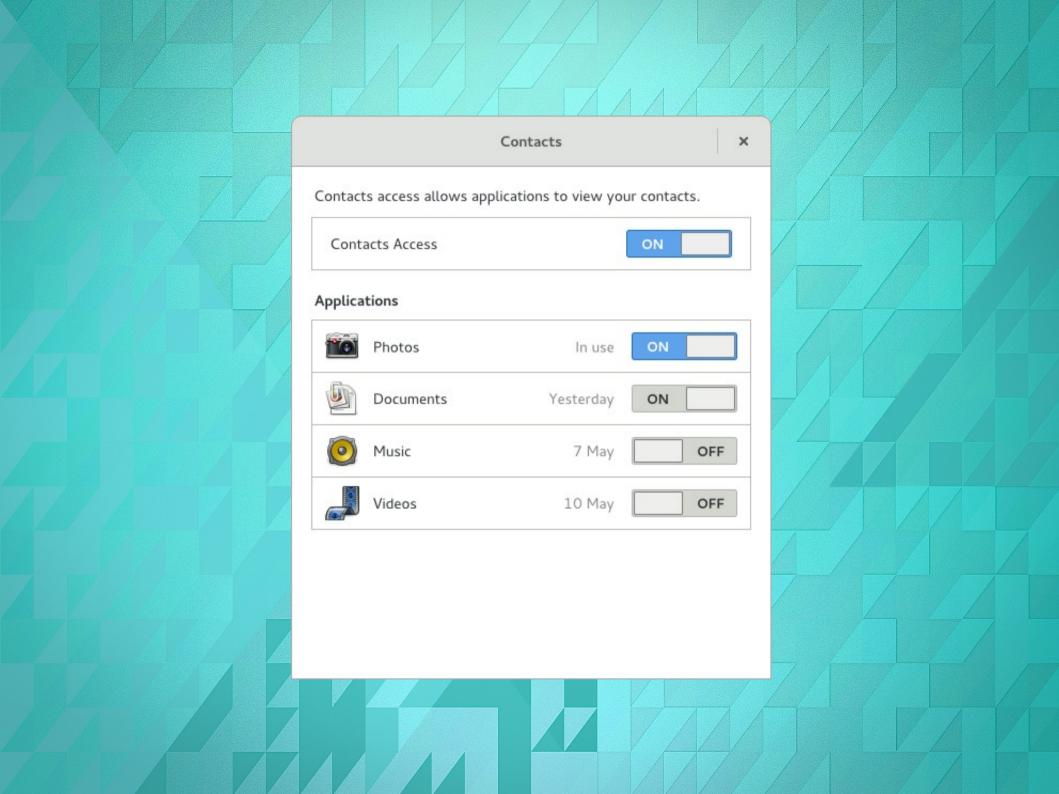




# Audit and revocation







Thank you!

wiki.gnome.org/Design/Whiteboards/ApplicationSandboxing







