



Retraction Note: Issues of crowdsourcing and mobile app development through the intellectual property protection of third parties

Zhijiang Liu¹ · Viktor Shestak²

Published online: 5 January 2024
© Springer Science+Business Media, LLC, part of Springer Nature 2024

**Peer-to-Peer Networking and Applications (2020)
14:2618–2625**

<https://doi.org/10.1007/s12083-020-00976-5>

The Editor-in-Chief has retracted this article. An investigation by the publisher found evidence of peer review manipulation as well as evidence to suggest that authorship for this

article was offered for sale before the article was submitted to the journal. Therefore, the Editor has lost confidence in the integrity of this article. The authors did not respond to any correspondence from the Editor about this retraction.

Publisher's Note Springer Nature remains neutral with regard to jurisdictional claims in published maps and institutional affiliations.

This article is part of the Topical Collection: *Special Issue on Security of Mobile, Peer-to-peer and Pervasive Services in the Cloud*

This article is part of the Topical Collection: *Special Issue on Security of Mobile, Peer-to-peer and Pervasive Services in the Cloud*. Guest Editors: B. B. Gupta, Dharma P. Agrawal, Nadia Nedjah, Gregorio Martinez Perez, and Deepak Gupta

The online version of the original article can be found at <https://doi.org/10.1007/s12083-020-00976-5>.

✉ Zhijiang Liu
zhijiang.liu@yahoo.com

¹ Guangxi Normal University, Guilin, China

² MGIMO University, Moscow, Russian Federation