Unix Graham Glass

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UNIX Systems Programming for SVR4 David Allan Curry 1996 Provides the nitty gritty details on how UNIX interacts with applications. Inlcudes many extended examples on topics ranging from string manipulation to network programming

A Guide to Kernel Exploitation Enrico Perla 2010-10-28 A Guide to Kernel Exploitation: Attacking the Core discusses the theoretical techniques and approaches needed to develop reliable and effective kernel-level exploits, and applies them to different operating systems, namely, UNIX derivatives, Mac OS X, and Windows. Concepts and tactics are presented categorically so that even when a specifically detailed vulnerability has been patched, the foundational information provided will help hackers in writing a newer, better attack; or help pen testers, auditors, and the like develop a more concrete design and defensive structure. The book is organized into four parts. Part I introduces the kernel and sets out the theoretical basis on which to build the rest of the book. Part II focuses on different operating systems and describes exploits for them that target various bug classes. Part III on remote kernel exploitation analyzes the effects of the remote scenario and presents new techniques to target remote issues. It includes a step-by-step analysis of the development of a reliable, one-shot, remote exploit for a real vulnerabilitya bug affecting the SCTP subsystem found in the Linux kernel. Finally, Part IV wraps up the analysis on kernel exploitation and looks at what the future may hold. Covers a range of operating system families — UNIX derivatives, Mac OS X, Windows Details common scenarios such as generic memory corruption (stack overflow, heap overflow, etc.) issues, logical bugs and race conditions Delivers the reader from user-land exploitation to the world of kernel-land (OS) exploits/attacks, with a particular focus on the steps that lead to the creation of successful techniques, in order to give to the reader something more than just a set of tricks

InfoWorld 2003-01-27 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Linux for Programmers and Users Graham Glass 2006 KEY BENEFITS: Offering full coverage of Linux in one source, this book documents the most commonly needed topics for new and experienced Linux users and programmers - including over 100 utilities and their common options. KEY TOPICS: Provides a good

foundation of understanding for the most often-used Linux utilities. Devotes a chapter to helpful installation information for those who must install their own systems. Includes hundreds of command and code examples throughout. Provides approximately 50 diagrams throughout. Features FTP-able files; code used in the book will be made available on a website hosted by the publisher. MARKET: A useful reference for anyone using a Linux platform, including programmers, system administrators, and any user who must understand the operating system outside of a specific application.

UNIX for Programmers and Users Graham Glass 1993 For readers ranging from non-programmers to advanced systems programmers, Glass provides comprehensive coverage of UNIX, including basic concepts, popular utilities, shells, networking, systems programming, internals, and system administration. Annotation copyright Book News, Inc. Portland, Or.

A Quarter Century of UNIX Peter H. Salus 1994 Based on interviews with the key software engineers who invented and built the powerful UNIX operating system, this book provides unique insight into the operating system that dominates the modern computing environment. Originating from a small project in a backroom at AT &T Bell Labs, UNIX has grown to be a dominant operating system in the commercial computing world - the operating system responsible for the development of the C programming language and the modern networked environment. Peter Salus is a longtime and well-recognized promoter and spokesman for UNIX and the UNIX community.

CUCKOO'S EGG Clifford Stoll 2012-05-23 Before the Internet became widely known as a global tool for terrorists, one perceptive U.S. citizen recognized its ominous potential. Armed with clear evidence of computer espionage, he began a highly personal quest to expose a hidden network of spies that threatened national security. But would the authorities back him up? Cliff Stoll's dramatic firsthand account is "a computer-age detective story, instantly fascinating [and] astonishingly gripping" (Smithsonian). Cliff Stoll was an astronomer turned systems manager at Lawrence Berkeley Lab when a 75-cent accounting error alerted him to the presence of an unauthorized user on his system. The hacker's code name was "Hunter"—a mysterious invader who managed to break into U.S. computer systems and steal sensitive military and security information. Stoll began a one-man hunt of his own: spying on the spy. It was a dangerous game of deception, broken codes, satellites, and missile bases—a one-man sting operation that finally gained the attention of the CIA . . . and ultimately trapped an international spy ring fueled by cash, cocaine, and the KGB.

A Practical Introduction to Data Structures and Algorithm Analysis Clifford A. Shaffer 2001 This practical text contains fairly "traditional" coverage of data structures with a clear and complete use of algorithm analysis, and some emphasis on file processing techniques as relevant to modern programmers. It fully integrates OO programming with these topics, as part of the detailed presentation of OO programming itself.Chapter topics include lists, stacks, and queues; binary and general trees; graphs; file processing and external sorting; searching; indexing; and limits to computation.For programmers who need a good reference on data structures.

Basic Electronics and Computer Programming in C: For Shivaji University Graham Glass

Pragmatic Thinking and Learning Andy Hunt 2008-10-28 Printed in full color. Software development happens in your head. Not in an editor, IDE, or designtool. You're well educated on how to work with software and hardware, but what about wetware--our own brains? Learning new skills and new technology is critical to your career, and it's all in your head. In this book by Andy Hunt, you'll learn how our brains are wired, and how to take advantage of your brain's architecture. You'll learn new tricks and tipsto learn more, faster, and retain more of what you learn. You need a pragmatic approach to thinking and learning. You need to Refactor Your Wetware. Programmers have to learn constantly; not just the stereotypical new technologies, but also the problem domain of the application, the whims of the user community, the quirks of your teammates, the shifting sands of the industry, and the evolving characteristics of the project itself as it is built. We'll journey together through bits of cognitive and neuroscience, learning and behavioral theory. You'll see some surprising aspects of how our brains work, and how you can take advantage of the system to improve your own learning and thinking skills. In this book you'll learn how to: Use the Dreyfus Model of Skill Acquisition to become more expert Leverage the architecture of the brain to strengthen different thinking modes Avoid common "known bugs" in your mind Learn more deliberately and more effectively Manage knowledge more efficiently

Eleventh Hour Linux+ Graham Speake 2009-11-04 Eleventh Hour Linux+: Exam XK0-003 Study Guide offers a practical guide for those preparing for the Linux+ certification exam. The book begins with a review of important concepts that are needed for successful operating system installation. These include computer hardware, environment settings, partitions, and network settings. The book presents the strategies for creating filesystems; different types of filesystems; the tools used to create filesystems; and the tools used to administer filesystems. It explains the Linux boot process; how to configure system and user profiles as well as the common environment variables; and how to use BASH command line interpreter. The remaining chapters discuss how to install, configure, support, and remove applications; the configuration of Linux as a workstation and as a server; securing the Linux system; and common tools for managing a system. Each chapter includes information on exam objectives, exam warnings, and the top five toughest questions along with their answers. Fast Facts quickly review fundamentals Exam Warnings highlight particularly tough sections of the exam Crunch Time sidebars point out key concepts to remember Did You Know? sidebars cover sometimes forgotten details Top Five Toughest Questions and answers help you to prepare

Ethics for the Information Age Michael Jay Quinn 2006 Widely praised for its balanced treatment of computer ethics, Ethics for the Information Age offers a modern presentation of the moral controversies surrounding information technology. Topics such as privacy and intellectual property are explored through multiple ethical theories, encouraging readers to think critically about these issues and to make their own ethical decisions.

User Interface Design for Programmers Avram Joel Spolsky 2008-01-01 Most programmers' fear of user interface (UI) programming comes from their fear of doing UI design. They think that UI design is like graphic design—the mysterious process by which creative, latte-drinking, all-black-wearing people produce cool-looking, artistic pieces. Most programmers see themselves as analytic, logical thinkers instead—strong at reasoning, weak on artistic judgment, and incapable of doing UI design. In this brilliantly readable book, author

Joel Spolsky proposes simple, logical rules that can be applied without any artistic talent to improve any user interface, from traditional GUI applications to websites to consumer electronics. Spolsky's primary axiom, the importance of bringing the program model in line with the user model, is both rational and simple. In a fun and entertaining way, Spolky makes user interface design easy for programmers to grasp. After reading User Interface Design for Programmers, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll learn how to perform usability testing that works.

Masterminds of Programming Federico Biancuzzi 2009-03-21 Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today. Masterminds of Programming includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find Masterminds of Programming fascinating.

The STL Primer Graham Glass 1996 The Standard Template Library (STL) was accepted in July 1994 as the ANSI standard for template containers and algorithms. Using a mixture of examples and discussion, this volume presents STL in a fashion that is natural and easy to follow. It contains a complete class and algorithmic catalog, many useful tips and shortcuts, and a list of commercial STL implementations with FTP sites.

The C Programming Language Brian W. Kernighan 1988 Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Probability and Statistics for Computer Scientists Michael Baron 2013-08-05 Student-Friendly Coverage of Probability, Statistical Methods, Simulation, and Modeling ToolsIncorporating feedback from instructors and researchers who used the previous edition, Probability and Statistics for Computer Scientists, Second Edition helps students understand general methods of stochastic modeling, simulation, and data analysis; make o

Introduction to Unix and Shell Programming M. G. Venkateshmurthy 2009-08-10 Introduction to Unix and Shell Programming is designed to be an introductory first-level book for a course on Unix. Organised into twelve simple chapters, the book guides the students from the basic introduction to the Unix operating system and ext.

The Idea Factory Jon Gertner 2013-02-26 The definitive history of America's greatest incubator of innovation and the birthplace of some of the 20th century's most influential technologies "Filled with colorful characters and inspiring lessons . . . The Idea Factory explores one of the most critical issues of our time: What causes innovation?" —Walter Isaacson, The New York Times Book Review "Compelling . . . Gertner's book offers fascinating evidence for those seeking to understand how a society should best invest its research resources." —The Wall Street Journal From its beginnings in the 1920s until its demise in the 1980s, Bell Labs-officially, the research and development wing of AT&T-was the biggest, and arguably the best, laboratory for new ideas in the world. From the transistor to the laser, from digital communications to cellular telephony, it's hard to find an aspect of modern life that hasn't been touched by Bell Labs. In The Idea Factory, Jon Gertner traces the origins of some of the twentieth century's most important inventions and delivers a riveting and heretofore untold chapter of American history. At its heart this is a story about the life and work of a small group of brilliant and eccentric men-Mervin Kelly, Bill Shockley, Claude Shannon, John Pierce, and Bill Baker-who spent their careers at Bell Labs. Today, when the drive to invent has become a mantra, Bell Labs offers us a way to enrich our understanding of the challenges and solutions to technological innovation. Here, after all, was where the foundational ideas on the management of innovation were born.

Linux For Dummies Richard Blum 2009-07-17 One of the fastest ways to learn Linux is with this perennial favorite Eight previous top-selling editions of Linux For Dummies can't be wrong. If you've been wanting to migrate to Linux, this book is the best way to get there. Written in easy-to-follow, everyday terms, Linux For Dummies 9th Edition gets you started by concentrating on two distributions of Linux that beginners love: the Ubuntu LiveCD distribution and the gOS Linux distribution, which comes pre-installed on Everex computers. The book also covers the full Fedora distribution. Linux is an open-source operating system and a low-cost or free alternative to Microsoft Windows; of numerous distributions of Linux, this book covers Ubuntu Linux, Fedora Core Linux, and gOS Linux, and includes them on the DVD. Install new open source software via Synaptic or RPM package managers Use free software to browse the Web, listen to music, read e-mail, edit photos, and even run Windows in a virtualized environment Get acquainted with the Linux command line If you want to get a solid foundation in Linux, this popular, accessible book is for you. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Mlti Pack Brian Kerrighan 2004-08-23 Multi pack contains: 0130465534 - UNIX for Programmers and Users 0131103628 - C Programming Language

American Book Publishing Record 2006

Using C-Kermit Frank da Cruz 1996-11-20 Written by the co-managers of the Kermit Project, this is a revised and updated tutorial on data communications, with new material on today's high-speed modems and how to make the best use of them

The UNIX-haters Handbook Simson Garfinkel 1994 This book is for all people who are forced to use UNIX. It is a humorous book--pure entertainment--that maintains that UNIX is a computer virus with a user interface.

It features letters from the thousands posted on the Internet's "UNIX-Haters" mailing list. It is not a computer handbook, tutorial, or reference. It is a self-help book that will let readers know they are not alone.

Software Implementation Techniques Donald Merusi 1995 A comparision of the four operating system platforms, this book is designed to give a software designer an introduction to how to migrate comparable program functionality between the different platforms. The topics covered include process and thread scheduling, synchronization and concurrency primitives, file management, memory management, performance, networking facilities and user interfaces.

AUUGN 1991-08

A Beginner S Guide To Unix Gopalan & Sivaselvan 2009

C/C++ Users Journal 1997

The British National Bibliography Arthur James Wells 2006

The Universal Machine Ian Watson 2012-05-17 The computer unlike other inventions is universal; you can use a computer for many tasks: writing, composing music, designing buildings, creating movies, inhabiting virtual worlds, communicating... This popular science history isn't just about technology but introduces the pioneers: Babbage, Turing, Apple's Wozniak and Jobs, Bill Gates, Tim Berners-Lee, Mark Zuckerberg. This story is about people and the changes computers have caused. In the future ubiquitous computing, AI, quantum and molecular computing could even make us immortal. The computer has been a radical invention. In less than a single human life computers are transforming economies and societies like no human invention before.

UNIX Review 1997

Web Services Graham Glass 2002 The first practical, hands-on guide to understanding and building Web services. Easy, proven techniques for making digital assets available anywhere, anytime. Real-world case study demonstrating interoperability across Java, J2EE and Microsoft. NET platforms. CD-ROM contains GLUE--a complete, intuitive, fast, and powerful platform for Web services.

UNIX Unbounded Amir Afzal 2000 This tutorial covers the necessary topics for the UNIX user to function independently and perform most of the everyday, routine tasks, and develops a firm foundation for exploring more advanced topics. Content is presented in clear, concise, visually- supported segments, with UNIX screen simulations and step-by-step practice examples. Includes a reference section for specific commands at the end of each chapter, and a comprehensive tabulated reference guide at the end of the book. The UNIX Operating System. Getting Started. The vi Editor: First Look. Introduction To The UNIX File System. The vi Editor: Last Look. The UNIX File System Continued. Exploring the Shell. UNIX Communication. Program Development.

Shell Programming. Shell Scripts: Writing Applications. Farewell to UNIX. For anyone who wants an accessible, hands-on tutorial on the UNIX Operating System.

Idea Man Paul Allen 2011-04-19 By his early thirties, Paul Allen was a world-famous billionaire-and that was just the beginning. In 2007 and 2008, Time named Paul Allen, the cofounder of Microsoft, one of the hundred most influential people in the world. Since he made his fortune, his impact has been felt in science, technology, business, medicine, sports, music, and philanthropy. His passion, curiosity, and intellectual rigor-combined with the resources to launch and support new initiatives-have literally changed the world. In 2009 Allen discovered that he had lymphoma, lending urgency to his desire to share his story for the first time. In this classic memoir, Allen explains how he has solved problems, what he's learned from his many endeavors-both the triumphs and the failures-and his compelling vision for the future. He reflects candidly on an extraordinary life. The book also features previously untold stories about everything from the true origins of Microsoft to Allen's role in the dawn of private space travel (with SpaceShipOne) and in discoveries at the frontiers of brain science. With honesty, humor, and insight, Allen tells the story of a life of ideas made real.

Forthcoming Books Rose Arny 2003

Building Web Reputation Systems Randy Farmer 2010-03-04 What do Amazon's product reviews, eBay's feedback score system, Slashdot's Karma System, and Xbox Live's Achievements have in common? They're all examples of successful reputation systems that enable consumer websites to manage and present user contributions most effectively. This book shows you how to design and develop reputation systems for your own sites or web applications, written by experts who have designed web communities for Yahoo! and other prominent sites. Building Web Reputation Systems helps you ask the hard questions about these underlying mechanisms, and why they're critical for any organization that draws from or depends on user-generated content. It's a must-have for system architects, product managers, community support staff, and UI designers. Scale your reputation system to handle an overwhelming inflow of user contributions Determine the quality of contributions, and learn why some are more useful than others Become familiar with different models that encourage first-class contributions Discover tricks of moderation and how to stamp out the worst contributions quickly and efficiently Engage contributors and reward them in a way that gets them to return Examine a case study based on actual reputation deployments at industry-leading social sites, including Yahoo!, Flickr, and eBay

ARPANET Directory 1982

Books in Print Supplement 2002

UNIX for Programmers and Users Graham Glass 1999 Appropriate for an introductory course on UNIX. This new edition provides complete up-to-date coverage of UNIX, including basic concepts, popular utilities, shells, networking, systems programming, internals, and system administration.

Hastings Communications and Entertainment Law Journal (Comm/Ent). 1998