

2600 Magazine: The Hacker Quarterly Mac/PC Winter 2017 2018

You've probably heard rumors about regions of the internet dedicated to fanfiction—vast, unmapped territories for fans so taken with their favorite books and movies (not to mention video games and cartoon cereal mascots) that they write their own continuing adventures. You've probably also heard the stories get real dirty and weird. Everything you've heard is true. In 2013, humanitarians Amy Stephenson and Casey A. Childers took fanfiction from the internet to the stage with *Shipwreck*, a monthly erotic fanfiction competition. *Shipwreck* is simple: Invite (bestselling, Hugo, Nebula, and Rita award-winning) writers to rework literature into low humor, erotic pastiche, and, like, LOTS of dick euphemisms. Perform said rewrites for a well-lubricated crowd. Repeat. Here, in book form, you'll find the most outrageous wrecks in *Shipwreck*'s three-year history, drawn kicking and moaning from twenty-three of history's most cherished books and illustrated for your pleasure. *LOOSE LIPS* will destroy your favorites, shock everyone in your book club, broaden your perspective, and (hopefully) make you laugh until you pee a little. Plus, a foreword by Seanan McGuire!

The Hands-On, Practical Guide to Preventing Ajax-Related Security Vulnerabilities More and more Web sites are being rewritten as Ajax applications; even traditional desktop software is rapidly moving to the Web via Ajax. But, all too often, this transition is being made with reckless disregard for security. If Ajax applications aren't designed and coded properly, they can be susceptible to far more dangerous security vulnerabilities than conventional Web or desktop software. Ajax developers desperately need guidance on securing their applications: knowledge that's been virtually impossible to find, until now. *Ajax Security* systematically debunks today's most dangerous myths about Ajax security, illustrating key points with detailed case studies of actual exploited Ajax vulnerabilities, ranging from MySpace's Samy worm to MacWorld's conference code validator. Even more important, it delivers specific, up-to-the-minute recommendations for securing Ajax applications in each major Web programming language and environment, including .NET, Java, PHP, and even Ruby on Rails. You'll learn how to:

- Mitigate unique risks associated with Ajax, including overly granular Web services, application control flow tampering, and manipulation of program logic
- Write new Ajax code more safely—and identify and fix flaws in existing code
- Prevent emerging Ajax-specific attacks, including JavaScript hijacking and persistent storage theft
- Avoid attacks based on XSS and SQL Injection—including a dangerous SQL Injection variant that can extract an entire backend database with just two requests
- Leverage security built into Ajax frameworks like Prototype, Dojo, and ASP.NET AJAX Extensions—and recognize what you still must implement on your own
- Create more secure “mashup” applications

Ajax Security will be an indispensable resource for developers coding or maintaining Ajax applications; architects and development managers planning or designing new Ajax software, and all software security professionals, from QA specialists to penetration testers.

New York Times bestselling author Daniel Suarez imagines a chilling future where technological advances are held hostage by the government in this thriller that perfectly blends “nail-biting suspense with accessible science” (Publishers Weekly). Physicist Jon Grady and his team have discovered a device that can reflect gravity—a triumph that will revolutionize the field of physics and change the future. But instead of acclaim, Grady's lab is locked down by a covert organization known as the Bureau of Technology Control. The bureau's mission: suppress the truth of sudden technological progress and prevent the social upheaval it would trigger. Because the future is already here. And its rewards are only for a select few. When Grady refuses to join the BTC, he's thrown into a nightmarish high-tech prison housing other doomed rebel intellects. Now, as the only hope to usher humanity out of its artificial dark age, Grady and his fellow prisoners must try to expose the secrets of an unimaginable enemy—one that wields a technological advantage half a century in the making. Who are computer hackers? What is free software? And what does the emergence of a community dedicated to the production of free and open source software—and to hacking as a technical, aesthetic, and moral project—reveal about the values of contemporary liberalism? Exploring the rise and political significance of the free and open source software (F/OSS) movement in the United States and Europe, *Coding Freedom* details the ethics behind hackers' devotion to F/OSS, the social codes that guide its production, and the political struggles through which hackers question the scope and direction of copyright and patent law. In telling the story of the F/OSS movement, the book unfolds a broader narrative involving computing, the politics of access, and intellectual property. E. Gabriella Coleman tracks the ways in which hackers collaborate and examines passionate manifestos, hacker humor, free software project governance, and festive hacker conferences. Looking at the ways that hackers sustain their productive freedom, Coleman shows that these activists, driven by a commitment to their work, reformulate key ideals including free speech, transparency, and meritocracy, and refuse restrictive intellectual protections. Coleman demonstrates how hacking, so often marginalized or misunderstood, sheds light on the continuing relevance of liberalism in online collaboration.

As an open operating system, Unix can be improved on by anyone and everyone: individuals, companies, universities, and more. As a result, the very nature of Unix has been altered over the years by numerous extensions formulated in an assortment of versions. Today, Unix encompasses everything from Sun's Solaris to Apple's Mac OS X and more varieties of Linux than you can easily name. The latest edition of this bestselling reference brings Unix into the 21st century. It's been reworked to keep current with the broader state of Unix in today's world and highlight the strengths of this operating system in all its various flavors. Detailing all Unix commands and options, the informative guide provides generous descriptions and examples that put those commands in context. Here are some of the new features you'll find in *Unix in a Nutshell, Fourth Edition: Solaris 10*, the latest version of the SVR4-based operating system, GNU/Linux, and Mac OS X Bash shell (along with the 1988 and 1993 versions of ksh) tsch shell (instead of the original Berkeley csh) Package management programs, used for program installation on popular GNU/Linux systems, Solaris and Mac OS X GNU Emacs Version 21 Introduction to source code management systems Concurrent versions system Subversion version control system GDB debugger As Unix has progressed, certain commands that were once critical have fallen into disuse. To that end,

the book has also dropped material that is no longer relevant, keeping it taut and current. If you're a Unix user or programmer, you'll recognize the value of this complete, up-to-date Unix reference. With chapter overviews, specific examples, and detailed command.

Dissecting the Hack

Influx

“I Have Nothing to Hide”

Justice League Adventures

Introducing Game Theory

The Digital Rights Movement

Coding Freedom

The New York Times bestseller *Daemon* unleashed a terrifying technological vision of an all-powerful, malicious computer program. Now, our world is the *Daemon's* world—unless someone stops it once and for all... The *Daemon* is in absolute control, using an expanded network of shadowy operatives to tear apart civilization and build it anew. Even as civil war breaks out in the American Midwest in a wave of nightmarish violence, former detective Pete Sebeck—the *Daemon's* most powerful, though reluctant, operative—must lead a small band of enlightened humans in a movement designed to protect the new world order. But the private armies of global business are preparing to crush the *Daemon* once and for all. In a world of shattered loyalties, collapsing societies, and seemingly endless betrayal, the only thing worth fighting for may be nothing less than the freedom of all humankind.

Defines over eight hundred terms, including legal cases and people, related to computer hacking and computer security; provides a chronology of events related to hacking; and describes the ways in which hackers work.

Be smarter than your computer If you don't understand computers, you can quickly be left behind in today's fast-paced, machine-dependent society. *Computer Science Made Simple* offers a straightforward resource for technology novices and advanced techies alike. It clarifies all you need to know, from the basic components of today ' s computers to using advanced applications. The perfect primer, it explains how it all comes together to make computers work. Topics covered include: * hardware * software * programming * networks * the internet * computer graphics * advanced computer concepts * computers in society Look for these *Made Simple* titles: *Accounting Made Simple Arithmetic Made Simple Astronomy Made Simple Biology Made Simple Bookkeeping Made Simple Business Letters Made Simple Chemistry Made Simple Earth Science Made Simple English Made Simple French Made Simple German Made Simple Inglés Hecho Fácil Investing Made Simple Italian Made Simple Keyboarding Made Simple Latin Made Simple Learning English Made Simple Mathematics Made Simple The Perfect Business Plan Made Simple Philosophy Made Simple Physics Made Simple Psychology Made Simple Sign Language Made Simple Spanish Made Simple Spelling Made Simple Statistics Made Simple Your Small Business Made Simple* www.broadway.com

Say good night with Little Blue Truck and friends as they prepare for bed in this next installment in the bestselling series!

Become a cyber-hero - know the common wireless weaknesses "Reading a book like this one is a worthy endeavor toward becoming an experienced wireless security professional." --Devin Akin - CTO, The Certified Wireless Network Professional(CWNP) Program Wireless networks are so convenient - not only for you, but also for those nefarious types who'd like to invade them. The only way to know if your system can be penetrated is to simulate an attack. This book shows you how, along with how to strengthen any weakspots you find in your network's armor. Discover how to: Perform ethical hacks without compromising a system Combat denial of service and WEP attacks Understand how invaders think Recognize the effects of different hacks Protect against war drivers and rogue devices

American Computer Magazines

The Hunt for Zero Point

Ajax Security

Kingpin

The Universal Machine

A Graphic Guide

The Best of 2600

The fifth book in David Feldman's bestselling *Imponderables®* series, packed with even more answers to perplexing questions and solutions to everyday mysteries Culled from the thousands of letters submitted by desperate fans, *Do Penguins Have Knees?* answers 100 new and even more perplexing questions about food, popular culture, the human body, science, and more, such as: Why are the oceans salty? Why is Rhode Island called an island when it obviously isn't an island? Why aren't there plums in plum pudding? Why do fish float upside-down when they die? And more! With over 190 irresistible entries and charming illustrations by longtime *Imponderables®* collaborator Kassie Schwan, *Do Penguins Have Knees?* is an *Imponderables®* classic.

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 28. Chapters: 2600: The Hacker Quarterly; login:, American Programmer, Big Blue Disk, Call-A.P.P.L.E., Component Developer Magazine, Computerworld, Computer (magazine), Computer Power User, CRN Magazine, EWeek, First Glimpse, Free Software Magazine, Government Technology, Hakin9, Hewlett-Packard Journal, IBM Database Magazine, IBM Data Management magazine, IEEE

Software, InfoWorld, Juiced.GS, Linux Magazine (United States), MacCentral, MacHOME, MacTribe, Macworld, Maximum PC, Network World, Nintendo Fun Club, Nintendo Power, PCWorld (magazine), PC Gamer, PC Magazine, PC Today, RUN (magazine), SmartComputing, Software Engineering Notes, Wired (magazine).

Presents instructions for creating and enhancing a variety of projects, including a sandwich-making robot, a Twitter-monitoring Christmas tree, and a bronze-melting blast furnace.

Dissecting the Hack: The V3rb0t3n Network ventures further into cutting-edge techniques and methods than its predecessor, **Dissecting the Hack: The F0rb1dd3n Network**. It forgoes the basics and delves straight into the action, as our heroes are chased around the world in a global race against the clock. The danger they face will forever reshape their lives and the price they pay for their actions will not only affect themselves, but could possibly shake the foundations of an entire nation. The book is divided into two parts. The first part, entitled "The V3rb0t3n Network," continues the fictional story of Bob and Leon, two hackers caught up in an adventure in which they learn the deadly consequence of digital actions. The second part, "Security Threats Are Real" (STAR), focuses on these real-world lessons and advanced techniques, as used by characters in the story. This gives the reader not only textbook knowledge, but real-world context around how cyber-attacks may manifest. "The V3rb0t3n Network" can be read as a stand-alone story or as an illustration of the issues described in STAR. Scattered throughout "The V3rb0t3n Network" are "Easter eggs"—references, hints, phrases, and more that will lead readers to insights into hacker culture. Drawing on "The V3rb0t3n Network," STAR explains the various aspects of reconnaissance; the scanning phase of an attack; the attacker's search for network weaknesses and vulnerabilities to exploit; the various angles of attack used by the characters in the story; basic methods of erasing information and obscuring an attacker's presence on a computer system; and the underlying hacking culture. All new volume of **Dissecting the Hack** by Jayson Street, with technical edit by Brian Martin Uses actual hacking and security tools in its story – helps to familiarize readers with the many devices and their code Features cool new hacks and social engineering techniques, in real life context for ease of learning

The Best of 2600A Hacker OdysseyWiley

Daemon

And 20 Other Myths About Surveillance and Privacy

Do Penguins Have Knees?

Good Night, Little Blue Truck

Learn how hardware and software work-- and how to make them work for you!

The Human Side of Cyber Conflict

Kill Decision

Actual letters written to the leading hackers' magazine For 25 years, 2600: The Hacker Quarterly has given voice to the hacker community in all its manifestations. This collection of letters to the magazine reveals the thoughts and viewpoints of hackers, both white and black hat, as well as hacker wannabes, technophiles, and people concerned about computer security. Insightful and entertaining, the exchanges illustrate 2600's vast readership, from teenage rebels, anarchists, and survivalists to law enforcement, consumer advocates, and worried parents. Dear Hacker is must reading for technology aficionados, 2600's wide and loyal audience, and anyone seeking entertainment well laced with insight into our society. Coverage Includes: Question Upon Question Tales from the Retail Front The Challenges of Life as a Hacker Technology The Magic of the Corporate World Our Biggest Fans Behind the Walls A Culture of Rebels Strange Ramblings For more information and sample letters, check out the companion site at <http://lp.wiley.com/dearhacker/>

In **The Cult of LEGO**, Wired's GeekDad blogger John Baichtal and BrickJournal founder Joe Meno take you on a magnificent, illustrated tour of the LEGO® community, its people, and their creations. **The Cult of LEGO** introduces us to fans and builders from all walks of life. People like professional LEGO artist Nathan Sawaya; enigmatic Dutch painter Ego Leonard (who maintains that he is, in fact, a LEGO minifig); Angus MacLane, a Pixar animator who builds CubeDudes, instantly recognizable likenesses of fictional characters; Brick Testament creator Brendan Powell Smith, who uses LEGO to illustrate biblical stories; and Henry Lim, whose work includes a series of models recreating M.C. Escher lithographs and a full-scale, functioning LEGO harpsichord. Marvel at spectacular LEGO creations like: –A life-sized Stegosaurus and an 80,000-brick T. Rex skeleton –Detailed microscale versions of landmarks like the Acropolis and Yankee Stadium –A 22-foot long, 350-pound re-creation of the World War II battleship Yamato –A robotic, giant chess set that can replay historical matches or take on an opponent –A three-level, remote-controlled Jawa Sandcrawler, complete with moving conveyor belt Whether you're a card-carrying LEGO fanatic or just thinking fondly about that dusty box of LEGO in storage, **The Cult of LEGO** will inspire you to take out your bricks and build something amazing.

This book is part of the **TREDITION CLASSICS**. It contains classical literature works from over two thousand years. Most of these titles have been out of print and off the bookstore shelves for decades. The book series is intended to preserve the cultural legacy and to promote the timeless works of classical literature. Readers of a **TREDITION CLASSICS** book support the mission to save many of the amazing works of world literature from oblivion. With this series, tredition intends to make thousands of international literature classics available in printed

format again - worldwide.

Since 1984, the quarterly magazine 2600 has provided fascinating articles for readers who are curious about technology. Find the best of the magazine's writing in Best of 2600: A Hacker Odyssey, a collection of the strongest, most interesting, and often most controversial articles covering 24 years of changes in technology, all from a hacker's perspective. Included are stories about the creation of the infamous tone dialer "red box" that allowed hackers to make free phone calls from payphones, the founding of the Electronic Frontier Foundation, and the insecurity of modern locks.

The evolution of activism against the expansion of copyright in the digital domain, with case studies of resistance including eBook and iTunes hacks. The movement against restrictive digital copyright protection arose largely in response to the excesses of the Digital Millennium Copyright Act (DMCA) of 1998. In The Digital Rights Movement, Hector Postigo shows that what began as an assertion of consumer rights to digital content has become something broader: a movement concerned not just with consumers and gadgets but with cultural ownership. Increasingly stringent laws and technological measures are more than inconveniences; they lock up access to our "cultural commons." Postigo describes the legislative history of the DMCA and how policy "blind spots" produced a law at odds with existing and emerging consumer practices. Yet the DMCA established a political and legal rationale brought to bear on digital media, the Internet, and other new technologies. Drawing on social movement theory and science and technology studies, Postigo presents case studies of resistance to increased control over digital media, describing a host of tactics that range from hacking to lobbying. Postigo discusses the movement's new, user-centered conception of "fair use" that seeks to legitimize noncommercial personal and creative uses such as copying legitimately purchased content and remixing music and video tracks. He introduces the concept of technological resistance—when hackers and users design and deploy technologies that allows access to digital content despite technological protection mechanisms—as the flip side to the technological enforcement represented by digital copy protection and a crucial tactic for the movement.

24 Incredible Hackerspace Projects from the DIY Movement

Freedom (TM)

A Hacker Odyssey

Inside the Classified World of Antigravity Technology

Hacking Wireless Networks For Dummies

Drive

A new edition, packed with even more clever tricks and methods that make everyday life easier. Lifehackers redefine personal productivity with creative and clever methods for making life easier and more enjoyable. This new edition of a perennial bestseller boasts new and exciting tips, tricks, and methods that strike a perfect balance between current technology and common sense solutions for getting things done. Exploring the many ways technology has changed since the previous edition, this new edition has been updated to reflect the latest and greatest in technological and personal productivity. The new "hacks" run the gamut of working with the latest Windows and Mac operating systems for both Windows and Apple, getting more done with smartphones and their operating systems, and dealing with the evolution of the web. Even the most tried-and-true hacks have been updated to reflect the contemporary tech world and the tools it provides us. Technology is supposed to make our lives easier by helping us work more efficiently. Lifehacker: The Guide to Working Smarter, Faster, and Better, Third Edition is your guide to making that happen!

Seven short stories from the Justice League Adventures series.

Daniel Suarez's New York Times bestselling debut high-tech thriller is "so frightening even the government has taken note" (Entertainment Weekly).

Daemons: computer programs that silently run in the background, waiting for a specific event or time to execute. They power almost every service. They make our networked world possible. But they also make it vulnerable... When the obituary of legendary computer game architect Matthew Sobol appears online, a previously dormant daemon activates, initiating a chain of events that begins to unravel our interconnected world. This daemon reads news headlines, recruits human followers, and orders assassinations. With Sobol's secrets buried with him, and as new layers of his daemon are unleashed, it's up to Detective Peter Sebeck to stop a self-replicating virtual killer before it achieves its ultimate purpose—one that goes far beyond anything Sebeck could have imagined...

Stop hackers before they hack you! In order to outsmart a would-be hacker, you need to get into the hacker's mindset. And with this book, thinking like a bad guy has never been easier. In Hacking For Dummies, expert author Kevin Beaver shares his knowledge on penetration testing, vulnerability assessments, security best practices, and every aspect of ethical hacking that is essential in order to stop a hacker in their tracks. Whether you're worried

about your laptop, smartphone, or desktop computer being compromised, this no-nonsense book helps you learn how to recognize the vulnerabilities in your systems so you can safeguard them more diligently—with confidence and ease. Get up to speed on Windows 10 hacks Learn about the latest mobile computing hacks Get free testing tools Find out about new system updates and improvements There's no such thing as being too safe—and this resourceful guide helps ensure you're protected.

For decades, Fred Burton, a key figure in international counterterrorism and domestic spycraft, has secretly been on the front lines in the fight to keep Americans safe around the world. Now, in this hard-hitting memoir, Burton emerges from the shadows to reveal who he is, what he has accomplished, and the threats that lurk unseen except by an experienced, world-wise few. In this globe-trotting account of one counterterrorism agent's life and career, Burton takes us behind the scenes to reveal how the United States tracked Libya-linked master terrorist Abu Nidal; captured Ramzi Yusef, architect of the 1993 World Trade Center bombing; and pursued the assassins of major figures including Yitzhak Rabin, Meir Kahane, and General Muhammad Zia-ul-Haq, the president of Pakistan—classic cases that have sobering new meaning in the treacherous years since 9/11. Here, too, is Burton's advice on personal safety for today's most powerful CEOs, gleaned from his experience at Stratfor, the private firm Barron's calls "the shadow CIA."

Webster's New World Hacker Dictionary

How One Hacker Took Over the Billion-Dollar Cybercrime Underground

Learning Python

From the Dawn of Computing to Digital Consciousness

Unix in a Nutshell

Lifehacker

The Guide to Working Smarter, Faster, and Better

Analyzes a series of public domain documents which demonstrate how the government has misled the public, engaging in deception about the objectives and scope of some of its programs and perpetuating wasteful spending and harmful cover-ups.

2045. Kenneth Durand leads Interpol's most effective team against genetic crime, hunting down black market labs that perform illegal procedures, augmenting embryos and rapidly accelerating human evolution-- and preying on human-trafficking victims to experiment and advance their technology. One figure looms behind it all: Marcus Demang Wyckes, leader of a cartel known as the Huli jing. When Durand is forcibly dosed with a radical new change agent, he wakes from a coma weeks later to find he's been genetically transformed into Wyckes. Determined to restore his original DNA, Durand hasn't anticipated just how difficult locating his enemy will be.

Dario may not have his life figured out, but at least he has a job, a cell phone, and friends who care about him. That's enough, until the circus comes to town. Soon after, a bloody attack puts his friend in the hospital and Dario begins to hunt for whoever is responsible. As he investigates, Dario is pulled toward the dangerous and violent circus, its strange people, and the dark rumors of "Frank's Show". But the more he unravels the mystery, the more he realizes he must escape it all... before it kills him.

When should you adopt an aggressive business strategy? How do we make decisions when we don't have all the information? What makes international environmental cooperation possible? Game theory is the study of how we make a decision when the outcome of our moves depends on the decisions of someone else. Economists Ivan and Tuvana Pastine explain why, in these situations, we sometimes cooperate, sometimes clash, and sometimes act in a way that seems completely random. Stylishly brought to life by award-winning cartoonist Tom Humberstone, Game Theory will help readers understand behaviour in everything from our social lives to business, global politics to evolutionary biology. It provides a thrilling new perspective on the world we live in.

In a trash-filled apartment, 24-year-old Akira Tendo watches a zombie movie with lifeless, envious eyes. After spending three hard years at an exploitative corporation in Japan, his spirit is broken. He can't even muster the courage to confess his feelings to his beautiful co-worker Ohtori. Then one morning, he stumbles upon his landlord eating lunch—which happens to be another tenant! The whole city's swarming with zombies, and even though he's running for his life, Akira has never felt more alive! -- VIZ Media

Dear Hacker

Hacking For Dummies

Fanfiction Parodies of Great (and Terrible) Literature from the Smutty Stage of Shipwreck

Computer Science Made Simple

Ghost

63 Documents the Government Doesn't Want You to Read

Hack This

Every day, billions of photographs, news stories, songs, X-rays, TV shows, phone calls, and emails are being scattered around the world as sequences of zeroes and ones: bits. We can't escape this explosion of digital information and few of us want to—the benefits are too seductive. The technology has enabled unprecedented innovation, collaboration, entertainment, and democratic participation. But the same engineering marvels are shattering centuries-old assumptions about privacy, identity, free expression, and personal control as more and more details of our lives are captured as digital data. Can you control who sees all that personal information about you? Can email be truly confidential, when nothing seems to be private? Shouldn't the Internet be censored the way radio and TV are? Is it really a federal crime to download music? When you use Google or Yahoo! to search for something, how do they decide which sites to show you? Do you still have free speech in the digital world? Do you have a voice in shaping government or corporate policies about any of this? *Blown to Bits* offers provocative answers to these questions and tells intriguing real-life stories. This book is a wake-up call to the human consequences of the digital explosion.

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.

Google and YouTube use Python because it's highly adaptable, easy to maintain, and allows for rapid development. If you want to write high-quality, efficient code that's easily integrated with other languages and tools, this hands-on book will help you be productive with Python quickly -- whether you're new to programming or just new to Python. It's an easy-to-follow self-paced tutorial, based on author and Python expert Mark Lutz's popular training course. Each chapter contains a stand-alone lesson on a key component of the language, and includes a unique Test Your Knowledge section with practical exercises and quizzes, so you can practice new skills and test your understanding as you go. You'll find lots of annotated examples and illustrations to help you get started with Python 3.0. Learn about Python's major built-in object types, such as numbers, lists, and dictionaries Create and process objects using Python statements, and learn Python's general syntax model Structure and reuse code using functions, Python's basic procedural tool Learn about Python modules: packages of statements, functions, and other tools, organized into larger components Discover Python's object-oriented programming tool for structuring code Learn about the exception-handling model, and development tools for writing larger programs Explore advanced Python tools including decorators, descriptors, metaclasses, and Unicode processing

In response to popular demand, Emmanuel Goldstein (aka, Eric Corley) presents a spectacular collection of the hacker culture, known as 2600: The Hacker Quarterly, from a firsthand perspective. Offering a behind-the-scenes vantage point, this book provides devoted fans of 2600 a compilation of fascinating—and controversial—articles. Cult author and hacker Emmanuel Goldstein has collected some of the strongest, most interesting, and often provocative articles that chronicle milestone events and technology changes that have occurred over the last 24 years. He divulges author names who were formerly only known as “anonymous” but have agreed to have their identity revealed. The accompanying CD-ROM features the best episodes of Goldstein's “Off the Hook” radio shows. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

An accessible guide that breaks down the complex issues around mass surveillance and data privacy and explores the negative consequences it can have on individual citizens and their communities. No one is exempt from data mining: by owning a smartphone, or using social media or a credit card, we hand over private data to corporations and the government. We need to understand how surveillance and data collection operates in order to regain control over our digital freedoms—and our lives. Attorney and data privacy expert Heidi Boghosian unpacks widespread myths around the seemingly innocuous nature of surveillance, sets the record straight about what government agencies and corporations do with our personal data, and offers solutions to take back our information. “I Have Nothing to Hide” is both a necessary mass surveillance overview and a reference book. It addresses the misconceptions around tradeoffs between privacy and security, citizen spying, and the ability to design products with privacy protections. Boghosian breaks down misinformation surrounding 21 core myths about data privacy, including: • “Surveillance makes the nation safer.” • “No one wants to spy on kids.” • “Police don't monitor social media.” • “Metadata doesn't reveal much about me.” • “Congress and the courts protect us from surveillance.” • “There's nothing I can do to stop surveillance.” By dispelling myths related to surveillance, this book helps readers better understand what data is being collected, who is gathering it, how they're doing it, and why it matters.

The V3rb0t3n Network

Loose Lips

The Best of 2600, Collector's Edition

In Tents

Letters to the Editor of 2600

Firewalls and Internet Security

Zom 100: Bucket List of the Dead, Vol. 1

A scientist and a soldier must join forces when combat drones zero in on targets on American soil in this gripping technological thriller from New York Times bestselling author Daniel Suarez. Linda McKinney studies the social behavior of insects—which leaves her entirely unprepared for the day her research is conscripted to help run an unmanned and automated drone army. Odin is the secretive Special Ops soldier with a unique insight into a faceless enemy who has begun to attack the American homeland with drones programmed to seek, identify, and execute targets without human intervention. Together, McKinney and Odin must slow this advance long enough for the world to recognize its destructive power. But as enigmatic forces press the advantage, and death rains down from above, it may already be too late to save mankind from destruction.

Documents how a troubled young computer hacker seized control of a massive international computer fraud network in 2006, tracing the efforts of FBI and Secret Service agents as well as an undercover operator to locate and arrest him. Reprint.

In response to a tasking from the Air Force chief of staff, the Air Force Research Institute conducted a review of how the service organizes, educates/trains, and equips its cyber workforce. The resulting findings were used to develop recommendations for how the Air Force should recruit, educate, train, and develop cyber operators from the time they are potential accessions until they become senior leaders in the enlisted and officer corps. This study's discoveries, analyses, and recommendations are aimed at guiding staff officers and senior leaders alike as they consider how to develop a future cyber workforce that supports both Air Force and US Cyber Command missions across the range of military operations.

This riveting work of investigative reporting and history exposes classified government projects to build gravity-defying aircraft--which have an uncanny resemblance to flying saucers. The atomic bomb was not the only project to occupy government scientists in the 1940s. Antigravity technology, originally spearheaded by scientists in Nazi Germany, was another high priority, one that still may be in effect today. Now for the first time, a reporter with an unprecedented access to key sources in the intelligence and military communities reveals suppressed evidence that tells the story of a quest for a discovery that could prove as powerful as the A-bomb. The Hunt for Zero Point explores the scientific speculation that a "zero point" of gravity exists in the universe and can be replicated here on Earth. The pressure to be the first nation to harness gravity is immense, as it means having the ability to build military planes of unlimited speed and range, along with the most deadly weaponry the world has ever seen. The ideal shape for a gravity-defying vehicle happens to be a perfect disk, making antigravity tests a possible explanation for the numerous UFO sightings of the past 50 years. Chronicling the origins of antigravity research in the world's most advanced research facility, which was operated by the Third Reich during World War II, The Hunt for Zero Point traces U.S. involvement in the project, beginning with the recruitment of former Nazi scientists after the war. Drawn from interviews with those involved with the research and who visited labs in Europe and the United States, The Hunt for Zero Point journeys to the heart of the twentieth century's most puzzling unexplained phenomena.

Introduces the authors' philosophy of Internet security, explores possible attacks on hosts and networks, discusses firewalls and virtual private networks, and analyzes the state of communication security.

The Hacker Crackdown, Law and Disorder on the Electronic Frontier

The Cult of LEGO

Confessions of a Counterterrorism Agent

The Ethics and Aesthetics of Hacking

An Imponderables Book

Change Agent

Powerful Object-Oriented Programming

The culture of cars is an inseparable part of American life. Whether used for functional purposes or recreation, automobiles are expressions of our personality. They also represent the American ideals of freedom, mobility, and independence, providing a unique personal space that is at once private and public. Andrew Bush (b. 1956) examines this tension between private and public in his remarkable series of photographs of individuals driving cars in and around Los Angeles—a city famous for its car culture. By attaching a camera to the passenger side window, Bush made these pictures while driving alongside his subjects—often traveling at 60 mph. Taking notes on the speed and direction he was going, Bush created extended captions for the images and called the series Vector Portraits. Published here for the first time, this portfolio is accompanied by an essay by culture critic Patt Morrison and an interview between the photographer and Jeff L. Rosenheim that discusses the Vector Portraits in the context of Bush's photography as a whole.

Blown to Bits

A Desktop Quick Reference - Covers GNU/Linux, Mac OS X, and Solaris

2600

Your Life, Liberty, and Happiness After the Digital Explosion

The Role of Technology in Subverting Digital Copyright

Organizing, Training, and Equipping the Air Force Cyber Workforce

Repelling the Wily Hacker