# Faq Autoit Wiki

*AutoIt is becoming increasingly popularin the system administration field as atool for automating administrative tasks.Although this is one of its more popularuses, you can use AutoIt to automateanything in a Windows environment.This powerful scripting language can runany program and manipulate keyboardand mouse input. With its RunAs support,administrators can perform unattendedinstallations and configurationchanges using embedded administrativeprivileges. This guide teaches you the foundationsof the AutoIt v3 language. You will learnabout variables and includes, graphicaluser interfaces, user-defined functions,and conditional and loop statements.You will then apply what you havelearned in examples related to the systemadministration field. The examples inthis Short Cut can be used to create anythingfrom a game modification to a logonscript that verifies Windows updates.*

*AutoIt V3: Your Quick Guide"O'Reilly Media, Inc."*

*With this book, Christopher Kormanyos delivers a highly practical guide to programming real-time embedded microcontroller systems in C++.*

*It is divided into three parts plus several appendices. Part I provides a foundation for real-time C++ by covering language technologies, including object-oriented methods, template programming and optimization. Next, part II presents detailed descriptions of a variety of C++ components that are widely used in microcontroller programming. It details some of C++'s most powerful language elements, such as class types, templates and the STL, to develop components for microcontroller register access, low-level drivers, custom memory management, embedded containers, multitasking, etc. Finally, part III describes mathematical methods and generic utilities that can be employed to solve recurring problems in real-time C++. The appendices include a brief C++ language tutorial, information on the real-time C++ development environment and instructions for building GNU GCC cross-compilers and a microcontroller circuit. For this third edition, the most recent specification of C++17 in ISO/IEC 14882:2017 is used throughout the text. Several sections on new C++17 functionality have been added, and various others reworked to reflect changes in the standard. Also several new sample projects are introduced and existing ones*

*extended, and various user suggestions have been incorporated. To facilitate portability, no libraries other than those specified in the language standard itself are used. Efficiency is always in focus and numerous examples are backed up with real-time performance measurements and size analyses that quantify the true costs of the code down to the very last byte and microsecond. The target audience of this book mainly consists of students and professionals interested in real-time C++. Readers should be familiar with C or another programming language and will benefit most if they have had some previous experience with microcontroller electronics and the performance and size issues prevalent in embedded systems programming.*

*Create powerful, innovative reporting solutions with Excel 2007! With this new book, which is significantly updated from the bestselling Excel 2003 version, author Timothy Zapawa provides you with in-depth coverage of Excel 2007's enhanced reporting capabilities. Discover what you can do with PivotTable and Spreadsheet reports, enhanced conditional formatting and filtering functions, improved data access and management tools, and expanded OLAP features. With notes, tips,*

*warnings, real-world examples, and how-to videos in every chapter, you'll soon be an expert on Excel report development!*

*Practical Laboratory Automation*

*Made Easy with AutoIt*

*A hands-on guide to threat hunting with the ATT&CK™ Framework and open source tools*

*Windows 7*

*Computer Vision in C++ with the OpenCV Library*

*CSS in Depth*

*How Neoliberalism Survived the Financial Meltdown*

*At the onset of the Great Recession, as house prices sank and joblessness soared, many commentators concluded that the economic convictions behind the disaster would now be consigned to history. Yet in the harsh light of a new day, attacks against government intervention and the global drive for austerity are as strong as ever. Never Let a Serious Crisis Go to Waste is the definitive account of the wreckage of what passes for economic thought, and how neoliberal ideas were used to solve the very crisis they had created. Now updated with a new afterword, Philip Mirowski's sharp and witty work provides a roadmap for those looking to escape today's misguided economic dogma.*

*Develop and use bots in video gaming to automate game processes and see possible ways to avoid this kind of automation. This book explains how bots can be very helpful in games such*

*as multiplayer online games, both for training your character and for automating repetitious game processes in order to start a competition with human opponents much faster. Some players might use bots for cheating or avoiding game rules to gain an advantage over opponents - a sophisticated form of hacking that includes some elements of artificial intelligence (AI). However, while Practical Video Game Bots considers these topics, it is not a cheater's guide. Rather, this book is an attempt to overcome the information vacuum regarding bot development in video game applications. Through the use of three case study game examples, it covers most methods and technologies that are used by bot developers, and the details of anti-cheating systems. This book provides answers and useful advice for topics such as process automation, reverse engineering, and network applications. Modern bot applications use technologies from all these domains. You will also consider the work mechanisms of different kinds of bots and will write simple prototypes. What You Will Learn Discover bots and apply them to game applications Use clicker bots with OS-level embedding data, output-device capture, and more Develop in-game bots, with process memory analysis and access Work with out-game bots, with network interception and embedding data Deal with input device emulation and OS-level interception data Who This Book Is For Those with some prior experience in game development and coding experience in Python, C++, and Windows APIs.*
*Get to grips with cyber threat intelligence and data-driven threat hunting while exploring expert tips and techniques Key FeaturesSet up an environment to centralize all data in an Elasticsearch, Logstash, and Kibana (ELK) server that enables threat huntingCarry out atomic hunts to start the threat hunting process and understand the environmentPerform advanced hunting using MITRE ATT&CK Evals emulations and Mordor datasetsBook Description Threat*

*hunting (TH) provides cybersecurity analysts and enterprises with the opportunity to proactively defend themselves by getting ahead of threats before they can cause major damage to their business. This book is not only an introduction for those who don't know much about the cyber threat intelligence (CTI) and TH world, but also a guide for those with more advanced knowledge of other cybersecurity fields who are looking to implement a TH program from scratch. You will start by exploring what threat intelligence is and how it can be used to detect and prevent cyber threats. As you progress, you'll learn how to collect data, along with understanding it by developing data models. The book will also show you how to set up an environment for TH using open source tools. Later, you will focus on how to plan a hunt with practical examples, before going on to explore the MITRE ATT&CK framework. By the end of this book, you'll have the skills you need to be able to carry out effective hunts in your own environment. What you will learnUnderstand what CTI is, its key concepts, and how it is useful for preventing threats and protecting your organizationExplore the different stages of the TH processModel the data collected and understand how to document the findingsSimulate threat actor activity in a lab environmentUse the information collected to detect breaches and validate the results of your queriesUse documentation and strategies to communicate processes to senior management and the wider businessWho this book is for If you are looking to start out in the cyber intelligence and threat hunting domains and want to know more about how to implement a threat hunting division with open-source tools, then this cyber threat intelligence book is for you.*

*Join the technological revolution that's taking the financial world by storm. Mastering Bitcoin is your guide through the seemingly complex world of bitcoin, providing the knowledge you need*

*to participate in the internet of money. Whether you're building the next killer app, investing in a startup, or simply curious about the technology, this revised and expanded second edition provides essential detail to get you started. Bitcoin, the first successful decentralized digital currency, is still in its early stages and yet it's already spawned a multi-billion-dollar global economy open to anyone with the knowledge and passion to participate. Mastering Bitcoin provides the knowledge. You simply supply the passion. The second edition includes: A broad introduction of bitcoin and its underlying blockchain—ideal for non-technical users, investors, and business executives An explanation of the technical foundations of bitcoin and cryptographic currencies for developers, engineers, and software and systems architects Details of the bitcoin decentralized network, peer-to-peer architecture, transaction lifecycle, and security principles New developments such as Segregated Witness, Payment Channels, and Lightning Network A deep dive into blockchain applications, including how to combine the building blocks offered by this platform into higher-level applications User stories, analogies, examples, and code snippets illustrating key technical concepts*
*Mastering Bitcoin*
*The Agile Way to Quality*
*Malware Analyst's Cookbook and DVD*
*Tools and Techniques for Fighting Malicious Code*
*Trustworthy Ubiquitous Computing*
*A Guide to Free and Low-Cost Solutions*
*Ransomware Revealed*
**A demonstration of Python's basic technologies showcases the**

*programming language's possiblities as a Windows development and administration tool.*

*"Raymond Chen is the original raconteur of Windows." --Scott Hanselman, ComputerZen.com "Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it!" --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect "Very interesting read. Raymond tells the inside story of why Windows is the way it is." --Eric Gunnerson, Program Manager, Microsoft Corporation "Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about." --Matt Pietrek, MSDN Magazine's Under the Hood Columnist "Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, The Old New Thing is a captivating collection of*

*anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software." --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called "hives"? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the "hidden Windows" you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows*

*does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen Seven Deadliest USB Attacks provides a comprehensive view of the most serious types of Universal Serial Bus (USB) attacks. While the book focuses on Windows systems, Mac, Linux, and UNIX systems are equally susceptible to similar attacks. If you need to keep up with the latest hacks, attacks, and exploits effecting USB technology, then this book is for you. This book pinpoints the most dangerous hacks and exploits specific to USB, laying out the anatomy of these attacks including how to make your system more secure. You will discover the best ways to defend against these vicious hacks with step-by-step instruction and learn techniques to make your computer and network impenetrable. The attacks outlined in this book are intended for individuals with moderate Microsoft Windows proficiency. The book provides the tools, tricks, and detailed instructions necessary to reconstruct and mitigate these activities while peering into the risks and future aspects surrounding the respective technologies. There are seven chapters that cover the following: USB Hacksaw; the USB Switchblade; viruses and malicious codes; USB-based heap overflow; the evolution of forensics in computer security; pod slurping; and the human*

*element of security, including the risks, rewards, and controversy surrounding social-engineering engagements. This book was written to target a vast audience including students, technical staff, business leaders, or anyone seeking to understand fully the removable-media risk for Windows systems. It will be a valuable resource for information security professionals of all levels, as well as web application developers and recreational hackers. Knowledge is power, find out about the most dominant attacks currently waging war on computers and networks globally Discover the best ways to defend against these vicious attacks; step-by-step instruction shows you how Institute countermeasures, don't be caught defenseless again, and learn techniques to make your computer and network impenetrable*

*In today's fast and competitive world, a program's performance is just as important to customers as the features it provides. This practical guide teaches developers performance-tuning principles that enable optimization in C++. You'll learn how to make code that already embodies best practices of C++ design run faster and consume fewer resources on any computer--whether it's a watch, phone, workstation, supercomputer, or globe-spanning network of servers. Author Kurt Guntheroth provides*

*several running examples that demonstrate how to apply these principles incrementally to improve existing code so it meets customer requirements for responsiveness and throughput. The advice in this book will prove itself the first time you hear a colleague exclaim, "Wow, that was fast. Who fixed something?"Locate performance hot spots using the profiler and software timersLearn to perform repeatable experiments to measure performance of code changesOptimize use of dynamically allocated variablesImprove performance of hot loops and functionsSpeed up string handling functionsRecognize efficient algorithms and optimization patternsLearn the strengths--and weaknesses--of C++ container classesView searching and sorting through an optimizer's eyeMake efficient use of C++ streaming I/O functionsUse C++ thread-based concurrency features effectively*
*Learning OpenCV 3*
*The Essential Guide to Online Marketing*
*Excel 2007 Advanced Report Development*
*Automate Anything with BDD Tools and Techniques*
*L'origine del virus*
*Python Programming On Win32*
*Learning and Improving Algorithms Through Contests*

*Learn how to transition from Excel-based business intelligence (BI) analysis to enterprise stacks of open-source BI tools. Select and implement the best free and freemium open-source BI tools for your company's needs and design, implement, and integrate BI automation across the full stack using agile methodologies. Business Intelligence Tools for Small Companies provides hands-on demonstrations of open-source tools suitable for the BI requirements of small businesses. The authors draw on their deep experience as BI consultants, developers, and administrators to guide you through the extract-transform-load/data warehousing (ETL/DWH) sequence of extracting data from an enterprise resource planning (ERP) database freely available on the Internet, transforming the data, manipulating them, and loading them into a relational database. The authors demonstrate how to extract, report, and dashboard key performance indicators (KPIs) in a visually appealing format from the relational database management system (RDBMS). They model the selection and implementation of free and freemium tools such as Pentaho*

*Data Integrator and Talend for ELT, Oracle XE and MySQL/MariaDB for RDBMS, and Qliksense, Power BI, and MicroStrategy Desktop for reporting. This richly illustrated guide models the deployment of a small company BI stack on an inexpensive cloud platform such as AWS. What You'll Learn You will learn how to manage, integrate, and automate the processes of BI by selecting and implementing tools to: Implement and manage the business intelligence/data warehousing (BI/DWH) infrastructure Extract data from any enterprise resource planning (ERP) tool Process and integrate BI data using open-source extract-transform-load (ETL) tools Query, report, and analyze BI data using open-source visualization and dashboard tools Use a MOLAP tool to define next year's budget, integrating real data with target scenarios Deploy BI solutions and big data experiments inexpensively on cloud platforms Who This Book Is For Engineers, DBAs, analysts, consultants, and managers at small companies with limited resources but whose BI requirements have outgrown the limitations of Excel spreadsheets; personnel in mid-sized*

*companies with established BI systems who are exploring technological updates and more cost-efficient solutions*
*Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. This is a Packt Instant How-to guide, which provides concise and clear recipes for getting started with AutoIt.Instant AutoIt Scripting Essentials How-to is for beginners who wish to know more about automation and programming, system administration developers who intent to automate/manage clusters and servers, and for computer programmers who want to control any PC to create seamless automation apps.*
*The first human-alien contact. The last word in galactic warfare. The story you must read–before Transformers rockets to the big screen! A mammoth robotic being, clearly of alien origin, has been found beneath the Arctic ice. Its advanced engineering dwarfs known human technology, and unlocking its secrets will catapult American science eons into the future. In search of the mysterious artifact's origin, a covert government agency sends the manned craft Ghost 1 on a*

*perilous journey of discovery. When a mishap maroons Ghost 1 in the far reaches of unknown space, the ship's distress beacon reaches the very alien race Ghost 1's crew has been seeking: the Autobots. The gigantic mechanized beings are also on a quest: to find the Allspark, a device crucial to the salvation of their home world, Cybertron. But they're not alone. The Decepticons, the Autobots' brutal enemies, have their own sinister purposes in seeking the Allspark. As these adversaries are drawn together once more, the stage is set for a death-dealing new battle in which each is driven by a single-minded aim: total annihilation of the enemy.*
*"This book provides a working guide to the C++ Open Source Computer Vision Library (OpenCV) version 3.x and gives a general background on the field of computer vision sufficient to help readers use OpenCV effectively."--Preface.*
*The Language of Drawing, Graphics, and Animation*
*Practical Video Game Bots*
*Learning Boost C++ Libraries*
*Efficient Object-Oriented and Template Microcontroller*

*Programming*
*Never Let a Serious Crisis Go to Waste*
*Optimized C++*
*Instant AutoIt Scripting*

The study of new literacies is quickly emerging as a major research field. This book «samples» work in the broad area of new literacies research along two dimensions. First, it samples some typical examples of new literacies - video gaming, fan fiction writing, weblogging, role play gaming, using websites to participate in affinity practices, memes, and other social activities involving mobile technologies. Second, the studies collectively sample from a wide range of approaches potentially available for researching and studying new literacies from a sociocultural perspective. Readers will come away with a rich sense of what new literacies are, and a generous appreciation of how they are being researched.

Summary CSS in Depth exposes you to a world of CSS techniques that range from clever to mind-blowing. This instantly useful book is packed with creative examples and powerful best practices that will sharpen your technical skills and inspire your sense of design. Foreword by Chris Coyier, Cofounder of CodePen. Dig even deeper into the secrets of CSS with our video course CSS in Depth in Motion, available exclusively at Manning.com (www.manning.com/livevideo/css-in-depth-in-motion)! Purchase of the

print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Some websites really pop. They look great, they're visually consistent, and they feel interactive and responsive. You can bet their developers knew CSS in depth. CSS specifies everything from the structural layout of page elements to their individual look and feel. True masters know the patterns of CSS development, the techniques to implement them, and the subtle touches that result in beautiful typography, fluid transitions, and balanced graphics. Join them! About the Book CSS in Depth exposes you to a world of CSS techniques that range from clever to mind-blowing. This instantly useful book is packed with creative examples and powerful best practices that will sharpen your technical skills and inspire your sense of design. You'll gain new insights into familiar features like floats and units, and experiment with emerging ideas like responsive design and pattern libraries. Bottom line: this book will make you a better web designer and your apps will look fantastic! What's Inside Avoid common CSS pitfalls Master misunderstood concepts Use flexbox and grid layout Responsive designs for any device Code for reuse and maintainability About the Reader Written for web developers who know the basics of CSS and HTML. About the Author Keith J. Grant is a senior web developer who builds and maintains web applications and websites, including The New York Stock Exchange site. Table of Contents PART 1 - REVIEWING THE FUNDAMENTALS Cascade, specificity, and inheritance Working with relative units

Mastering the box model PART 2 - MASTERING LAYOUT Making sense of floats Flexbox Grid layout Positioning and stacking contexts Responsive design PART 3 - CSS AT SCALE Modular CSS Pattern libraries PART 4 - ADVANCED TOPICS Backgrounds, shadows, and blend modes Contrast, color, and spacing Typography Transitions Transforms Animations

Over 90 recipes that leverage the powerful features of the Standard Library in C++ 17 About This Book Learn the latest features of C++ and how to write better code by using the Standard Library (STL). Reduce the development time for your applications. Understand the scope and power of STL features to deal with real-world problems. Compose your own algorithms without forfeiting the simplicity and elegance of the STL way. Who This Book Is For This book is for intermediate-to-advanced C++ programmers who want to get the most out of the Standard Template Library of the newest version of C++: C++ 17. What You Will Learn Learn about the new core language features and the problems they were intended to solve Understand the inner workings and requirements of iterators by implementing them Explore algorithms, functional programming style, and lambda expressions Leverage the rich, portable, fast, and well-tested set of well-designed algorithms provided in the STL Work with strings the STL way instead of handcrafting C-style code Understand standard support classes for concurrency and synchronization, and how to put them to work Use the filesystem library

addition available with the C++ 17 STL In Detail C++ has come a long way and is in use in every area of the industry. Fast, efficient, and flexible, it is used to solve many problems. The upcoming version of C++ will see programmers change the way they code. If you want to grasp the practical usefulness of the C++ 17 STL in order to write smarter, fully portable code, then this book is for you. Beginning with new language features, this book will help you understand the language's mechanics and library features, and offers insight into how they work. Unlike other books, ours takes an implementation-specific, problem-solution approach that will help you quickly overcome hurdles. You will learn the core STL concepts, such as containers, algorithms, utility classes, lambda expressions, iterators, and more, while working on practical real-world recipes. These recipes will help you get the most from the STL and show you how to program in a better way. By the end of the book, you will be up to date with the latest C++ 17 features and save time and effort while solving tasks elegantly using the STL. Style and approach This recipe-based guide will show you how to make the best use of C++ together with the STL to squeeze more out of the standard language You can test just about anything with Cucumber. We certainly have, and in Cucumber Recipes we'll show you how to apply our hard-won field experience to your own projects. Once you've mastered the basics, this book will show you how to get the most out of Cucumber--from specific situations to advanced test-writing advice. With over forty

practical recipes, you'll test desktop, web, mobile, and server applications across a variety of platforms. This book gives you tools that you can use today to automate any system that you encounter, and do it well. The Cucumber Book showed you how your team can work together to write executable specifications--documents that tell a clear story and also happen to be working test code. We'll arm you with ready-rolled solutions to real-world problems: your tests will run faster, read more clearly, and work in any environment. Our first tips will help you fit Cucumber into your workflow. Powerful filters will tame tables full of test data, transforming them into the format your application needs. Custom output formatters will generate reports for any occasion. Continuous Integration servers will run your Cucumber tests every time the code changes. Next, you'll find recipes tailored to the platform you're running on. Ever wanted to know how to test a Grails app from Cucumber? Need to put a Windows program through its paces? How about a mobile app running on Android or iOS? We'll show you how to do all of these. Throughout the book, you'll see how to make Cucumber sing as you interoperate with different platforms, languages, and environments. From embedded circuits to Python and PHP web apps, Cucumber has something for you. What You Need: You'll need basic working knowledge of Cucumber and Ruby. Individual recipes may have additional requirements; for example, a recipe on Windows automation might pull in an open source GUI driver. We've written the recipes for compatibility with Ruby 1.9.3 and 1.8.7,

plus Cucumber 1.1.4. Other versions may work as well, but these are the ones we test with.

Automating Game Processes using C++, Python, and AutoIt

Programming the Open Blockchain

AutoIt V3: Your Quick Guide

EMarketing

Windows Admin Scripting Little Black Book

Guide to Competitive Programming

Oracle Exadata Survival Guide

L'eBook affronta l'impatto della digitalizzazione nella nostra vita: è impossibile non esserne contagiati. Si è discusso di tanti temi, dalle prime forme di organizzazione umana fino a quelle più complesse, che fanno uso dell'intelligenza artificiale, come Sophia l'androide; Il viaggio è lungo, viene trattata l'automazione imposta da Ford, il miracolo Toyota, la rivoluzione Tesla. Si dice che con un click, oggi si possa ottenere tutto ciò che desideriamo, ma a che prezzo? Si legge sui giornali che il valore del Bitcoin continua a salire e a scendere; sulla rete girano tanti libri sull'utilizzo della moneta digitale, ma cos'è veramente? da chi è utilizzata? perchè è usata? pro e contro delle cryptovalute, senza

nascondere nulla e con riferimenti giurisprudenziali specifici, nel far west del web. Si è discusso delle maggiori Big dell' E-commerce, i loro punti di forza, debolezza e tante altre curiosità sul mondo del lavoro e la crisi del terzo settore. L'aiuto di testimoni ha reso il libro ampiamente fruibile e permette un ampio spettro di interpretazione personale. I corrieri digitali, che soddisfano ogni nostro bisogno primario con un semplice click sul cellulare, chi sono? come funzionano le loro applicazioni? Perchè si parla tanto di loro? Siamo stati sulla strada con loro per 2 anni, raccogliendo le loro emozioni, i loro bisogni e dando voce ai nuovi eroi della pandemia. Si parla tanto di virus informatici, vi parlerò dell'origine del primo virus, diffuso astutamente per "amore". La chiamano intossicazione da Social network: tanti segreti di Facebook, WhatsApp, Instagram, che nessuno vi ha mai raccontato. Chi sono gli influencer? Chi sono i Social Media Managers? Perchè alcuni personaggi sono virali e noi comuni mortali siamo solo loro ombre? tante spiegazioni, tante curiosità e storie vere. Le App di dating promettono al pubblico di potersi innamorare con un semplice click o "crush"; le nobili premesse sono rispettate? Le abbiamo provate e vi diremo la verità, soltanto la verità. Il Covid-19 ha richiesto un cambiamento delle nostre abitudini di

vita, come sta reagendo la società italiana? chi sono i negazionisti? perchè protestano? Cosa ne pensate della libertà di opinione e di stampa? abbiamo provato a dare voce ad alcune correnti di pensiero, lasciando al lettore ampia libertà di opinione. Come combattere la crisi causata dalla pandemia? lo slogan "tu ci chiudi, tu ci paghi" è efficace? l'economia della sussistenza è sufficiente? tanti suggerimenti, ci abbiamo provato, meglio sbagliare e pentirsi o non sbagliare e pentirci di non averlo fatto? solo storie vere. E' innegabile che internet ci abbia migliorato la vita, così come è indubbio che ad altri l'abbia distrutta; è stato trattato il tema del dark web, il cybercrime, cyberbullismo, l'istigazione online al suicidio e il revenge porn. Alcune storie significative per non dimenticare. Un tema centrale è rappresentato dalla protezione dei dati digitali dalla loro diffusione da parte dei Social network; Lo scandalo Facebook-Cambridge Analytica sarà considerato il possibile scandalo del secolo e darà l'avvio della analisi psicometrica degli utenti. Vi spiegherò cos'è con parole semplici. I collegamenti ipertestuali rendono il libro ampiamente fruibile e permettono di approfondire ogni argomento, cliccando sulla parola sottolineata. Lettura scorrevole, circa 3 ore di lettura continuativa per cercare l'antidoto 2021

Allacciate le cinture! ...ah dimenticavo... vi voglio bene Renard Alessi By closing the gap between general programming books and those on laboratory automation, this timely book makes accessible to every laboratory technician or scientist what has traditionally been restricted to highly specialized professionals. Following the idea of "learning by doing", the book provides an introduction to scripting using AutoIt, with many workable examples based on real-world scenarios. A large portion of the book tackles the traditionally hard problem of instrument synchronization, including remote, web-based synchronization. Automated result processing, database operation, and creation of graphical user interfaces are also examined. Readers of this book can immediately profit from the new knowledge in terms of both increased efficiency and reduced costs in laboratory operation. Above all, laboratory technicians and scientists will learn that they are free to choose whatever equipment they desire when configuring an automated analytical setup, regardless of manufacturers suggested specifications. This book constitutes the refereed proceedings of the IFIP WG 8.4/8.9 International Cross Domain Conference and Workshop on Availability, Reliability and Security - Multidisciplinary Research and Practice for

Business, Enterprise and Health Information Systems, ARGES 2011, held in Vienna, Austria, in August 2011.The 29 revised papers presented were carefully reviewed and selected for inclusion in the volume. The papers concentrate on the many aspects of availability, reliability and security for information systems as a discipline bridging the application fields and the well-defined computer science field. They are organized in three sections: multidisciplinary research and practice for business, enterprise and health information systems; massive information sharing and integration and electronic healthcare; and papers from the colocated International Workshop on Security and Cognitive Informatics for Homeland Defense.

"Christopher Moore is a very sick man, in the very best sense of that word." —Carl Hiassen A magnificent "Comedy d'Art" from the author of Lamb, Fool, and Bite Me, Moore's Sacré Bleu is part mystery, part history (sort of), part love story, and wholly hilarious as it follows a young baker-painter as he joins the dapper Henri Toulouse-Lautrec on a quest to unravel the mystery behind the supposed "suicide" of Vincent van Gogh. It is the color of the Virgin Mary's cloak, a dazzling pigment desired by artists, an exquisite hue infused with danger, adventure, and

perhaps even the supernatural. It is . . . Sacré Bleu In July 1890, Vincent van Gogh went into a cornfield and shot himself. Or did he? Why would an artist at the height of his creative powers attempt to take his own life . . . and then walk a mile to a doctor's house for help? Who was the crooked little "color man" Vincent had claimed was stalking him across France? And why had the painter recently become deathly afraid of a certain shade of blue? These are just a few of the questions confronting Vincent's friends—baker-turned-painter Lucien Lessard and bon vivant Henri Toulouse-Lautrec—who vow to discover the truth about van Gogh's untimely death. Their quest will lead them on a surreal odyssey and brothel-crawl deep into the art world of late nineteenth-century Paris. Oh là là, quelle surprise, and zut alors! A delectable confection of intrigue, passion, and art history—with cancan girls, baguettes, and fine French cognac thrown in for good measure—Sacré Bleu is another masterpiece of wit and wonder from the one, the only, Christopher Moore.

Sacre Bleu

Real-Time C++

Seven Deadliest USB Attacks

IFIP WG 8.4/8.9 International Cross Domain Conference and Workshop, Vienna, Austria, August 22-26, 2011, Proceedings
Practical Threat Intelligence and Data-Driven Threat Hunting
Old New Thing
Cucumber Recipes

*"Windows Admin Scripting Little Black Book, 2nd Edition," shows Windows XP and 2003 users and administrators how to perform Windows management and administrative tasks using powerful scripts for just about every important task imaginable. It covers techniques for working with files, input/output, text files, and performing various network administrative tasks through scripting. It explains the concept and necessity of logon scripts, the backbone structure of a good logon script, and how to implement these scripts in an everyday environment to automate repetitive tasks such as inventory, file modifications, installations, and system updates. It also provides an in-depth look into the registry and registry editing tools including locating the important registry keys and values, and modifying them. The book features example scripts on every new topic covered to reinforce what the reader has just learned. Key scripting topics include manipulating the Windows XP file system, using powerful third-party scripting tools, creating scripts for installing service packs and new applications, automating applications from the command line, and performing Windows XP and 2003 administrative tasks. Everything is included in this book, and users can easily modify or combine the scripts to perform myriad tasks. A bonus introduction chapter is provided showing users how to select the best scripting language and how to get the most out of scripting resources.*

*Apply modern C++17 to the implementations of classic design patterns. As well as covering traditional design patterns, this book fleshes out new patterns and approaches that will be useful to C++ developers. The author presents concepts as a fun investigation of how problems can be solved in different ways, along the way using varying degrees of technical sophistication and explaining different sorts of trade-offs. Design Patterns in Modern C++ also provides a technology demo for modern C++, showcasing how some of its latest features (e.g., coroutines) make difficult problems a lot easier to solve. The examples in this book are all suitable for putting into production, with only a few simplifications made in order to aid readability. What You Will Learn Apply design patterns to modern C++ programming Use creational patterns of builder, factories, prototype and singleton Implement structural patterns such as adapter, bridge, decorator, facade and more Work with the behavioral patterns such as chain of responsibility, command, iterator, mediator and more Apply functional design patterns such as Monad and more Who This Book Is For Those with at least some prior programming experience, especially in C++.*

*Beginning and experienced programmers will use this comprehensive guide to persistent memory programming. You will understand how persistent memory brings together several new software/hardware requirements, and offers great promise for better performance and faster application startup times—a huge leap forward in byte-addressable capacity compared with current DRAM offerings. This revolutionary new technology gives applications significant performance and capacity improvements over existing technologies. It requires a new way of thinking and developing, which makes this highly disruptive to the IT/computing industry. The full spectrum of industry sectors that will benefit from this technology include, but are not*

*limited to, in-memory and traditional databases, AI, analytics, HPC, virtualization, and big data. Programming Persistent Memory describes the technology and why it is exciting the industry. It covers the operating system and hardware requirements as well as how to create development environments using emulated or real persistent memory hardware. The book explains fundamental concepts; provides an introduction to persistent memory programming APIs for C, C++, JavaScript, and other languages; discusses RMDA with persistent memory; reviews security features; and presents many examples. Source code and examples that you can run on your own systems are included. What You'll Learn Understand what persistent memory is, what it does, and the value it brings to the industry Become familiar with the operating system and hardware requirements to use persistent memory Know the fundamentals of persistent memory programming: why it is different from current programming methods, and what developers need to keep in mind when programming for persistence Look at persistent memory application development by example using the Persistent Memory Development Kit (PMDK)Design and optimize data structures for persistent memoryStudy how real-world applications are modified to leverage persistent memoryUtilize the tools available for persistent memory programming, application performance profiling, and debugging Who This Book Is For C, C++, Java, and Python developers, but will also be useful to software, cloud, and hardware architects across a broad spectrum of sectors, including cloud service providers, independent software vendors, high performance compute, artificial intelligence, data analytics, big data, etc.*

*A computer forensics "how-to" for fighting malicious code andanalyzing incidents With our ever-increasing reliance on computers comes anever-growing risk of malware. Security*

*professionals will findplenty of solutions in this book to the problems posed by viruses,Trojan horses, worms, spyware, rootkits, adware, and other invasivesoftware. Written by well-known malware experts, this guide revealssolutions to numerous problems and includes a DVD of customprograms and tools that illustrate the concepts, enhancing yourskills. Security professionals face a constant battle against malicioussoftware; this practical manual will improve your analyticalcapabilities and provide dozens of valuable and innovativesolutions Covers classifying malware, packing and unpacking, dynamicmalware analysis, decoding and decrypting, rootkit detection,memory forensics, open source malware research, and much more Includes generous amounts of source code in C, Python, and Perlto extend your favorite tools or build new ones, and customprograms on the DVD to demonstrate the solutions Malware Analyst's Cookbook is indispensible to ITsecurity administrators, incident responders, forensic analysts,and malware researchers.*
*Transformers: Ghosts of Yesterday*
*Unsafe at Any Speed*
*das Praxisbuch für Home, Professional und Ultimate Edition*
*Business Intelligence Tools for Small Companies*
*A Comprehensive Guide for Developers*
*A New Literacies Sampler*
*A Novel*

As the title suggests, this book explores the concepts of drawing, graphics and animation in the context of coding. In this endeavour, in addition to initiating the

process with some historical perspectives on programming languages, it prides i
by presenting complex concepts in an easy-to-understand fashion for students,
artists, hobbyists as well as those interested in computer science, computer gra
digital media, or interdisciplinary studies. Being able to code requires abstract
thinking, mathematics skills, spatial ability, logical thinking, imagination, and
creativity. All these abilities can be acquired with practice, and can be mastered
practical exposure to art, music, and literature. This book discusses art, poetry a
other forms of writing while pondering difficult concepts in programming; it look
at how we use our senses in the process of learning computing and programmin
Features: · Introduces coding in a visual way · Explores the elegance behind codi
and the outcome · Includes types of outcomes and options for coding · Covers t
transition from front-of-classroom instruction to the use of online-streamed vid
tutorials · Encourages abstract and cognitive thinking, as well as creativity The A
of Coding contains a collection of learning projects for students, instructors and
teachers to select specific themes from. Problems and projects are aimed at ma
the learning process entertaining, while also involving social exchange and sharin
This process allows for programming to become interdisciplinary, enabling projec
to be co-developed by specialists from different backgrounds, enriching the valu
coding and what it can achieve. The authors of this book hail from three differen

continents, and have several decades of combined experience in academia, education, science and visual arts.

This book is written by testers for testers. In ten chapters, the authors provide answers to key questions in agile projects. They deal with cultural change proce for agile testing, with questions regarding the approach and organization of software testing, with the use of methods, techniques and tools, especially test automation, and with the redefined role of the tester in agile projects. The first chapter describes the cultural change brought about by agile development. In th second chapter, which addresses agile process models such as Scrum and Kanba the authors focus on the role of quality assurance in agile development projects third chapter deals with the agile test organization and the positioning of testin an agile team. Chapter 4 discusses the question of whether an agile tester shou a generalist or a specialist. In Chapter 5, the authors turn to the methods and techniques of agile testing, emphasizing the differences from traditional, phase-oriented testing. In Chapter 6, they describe which documents testers still need create in an agile project. Next, Chapter 7 explains the efficient use of test automation, which is particularly important in agile development, as it is the mai instrument for project acceleration and is necessary to support state-of-the-art DevOps approaches and Continuous Integration. Chapter 8 then adds examples

from test tool practice extending test automation to include test management functionality. Chapter 9 is dedicated to training and its importance, emphasizing role of employee training in getting started with agile development. Finally, Chap 10 summarizes the results of the agile journey in general with a special focus or testing. To make the aspects described even more tangible, the specific topics o book are accompanied by the description of experiences from concrete software development projects of various organizations. The examples demonstrate that different approaches can lead to solutions that meet the specific challenges of projects.

Filled with dozens of working code examples that illustrate the use of over 40 popular Boost libraries, this book takes you on a tour of Boost, helping you to independently build the libraries from source and use them in your own code. Th first half of the book focuses on basic programming interfaces including generic containers and algorithms, strings, resource management, exception safety, and miscellany of programming utilities that make everyday programming chores eas Following a short interlude that introduces template metaprogramming and functional programming, the later chapters are devoted to systems programming interfaces, focusing on directory handling, I/O, concurrency, and network programming

Know how to mitigate and handle ransomware attacks via the essential cybersecurity training in this book so you can stop attacks before they happen. Learn the types of ransomware, distribution methods, internal structure, families (variants), defense strategies, recovery methods, and legal issues related to rep ransomware incidents to authorities and other affected parties. This book also teaches you how to develop a ransomware incident response plan to minimize ransomware damage and recover normal operations quickly. Ransomware is a category of malware that can encrypt your computer and mobile device files un you pay a ransom to unlock them. Ransomware attacks are considered the most prevalent cybersecurity threats today—the number of new ransomware variants grown 30-fold since 2015 and they currently account for roughly 40% of all sp messages. Attacks have increased in occurrence from one every 40 seconds to every 14 seconds. Government and private corporations are targets. Despite the security controls set by organizations to protect their digital assets, ransomwar still dominating the world of security and will continue to do so in the future. Ransomware Revealed discusses the steps to follow if a ransomware infection occurs, such as how to pay the ransom through anonymous payment methods, perform a backup and restore your affected files, and search online to find a decryption tool to unlock (decrypt) your files for free. Mitigation steps are discu

in depth for both endpoint devices and network systems. What You Will Learn B
aware of how ransomware infects your system Comprehend ransomware
components in simple terms Recognize the different types of ransomware
familiesIdentify the attack vectors employed by ransomware to infect computer
systemsKnow how to prevent ransomware attacks from successfully comprising
your system and network (i.e., mitigation strategies) Know what to do if a succe
ransomware infection takes place Understand how to pay the ransom as well as
pros and cons of paying Set up a ransomware response plan to recover from su
attacks Who This Book Is For Those who do not specialize in the cybersecurity f
(but have adequate IT skills) and want to fully understand the anatomy of
ransomware threats. Although most of the book's content will be understood by
ordinary computer users, it will also prove useful for experienced IT users aiming
understand the ins and outs of ransomware threats without diving deep into th
technical jargon of the internal structure of ransomware.
Proven Techniques for Heightened Performance
A Comedy d'Art

C++17 STL Cookbook
Availability, Reliability and Security for Business, Enterprise and Health

Information Systems

Game Engine Architecture, Second Edition

Programming Persistent Memory

Das Praxisbuch zu Windows 7 - umfassend und komplett in Farbe. Windows-Experte Thomas Joos hat Windows 7 ausführlich getestet und bietet Ihnen leicht verständliche Anleitungen für den Umgang mit dem neuen Betriebssystem. Zahlreiche Praxisworkshops sowie Tipps und Tricks helfen schnell weiter. Ob Heimnetzwerkgruppen, Aero Peak, Aero Snap oder Aero Shake, Multimedia-Funktionen und Dokumentenverwaltung - hier findet jeder Windows 7-Anwender die passende Information. Darüber hinaus werden auch Themen wie die Anbindung an den Windows Home Server oder die automatisierte Installation in größeren Netzwerken berücksichtigt. Das Buch ist für die Windows 7-Editionen Home Premium, Professional, Ultimate und Enterprise geeignet. Auf CD finden Sie das Buch als eBook, Video-Lektionen zu Windows 7 und weitere Tools.

Peopled by larger-than-life heroes and villains, charged with towering questions of good and evil, Atlas Shrugged is Ayn Rand's magnum opus: a philosophical revolution told in the form of an action thriller—nominated as one of America's best-loved novels by PBS's The Great American Read. Who is John Galt? When he says that he will stop the motor of the world, is he a

destroyer or a liberator? Why does he have to fight his battles not against his enemies but against those who need him most? Why does he fight his hardest battle against the woman he loves? You will know the answer to these questions when you discover the reason behind the baffling events that play havoc with the lives of the amazing men and women in this book. You will discover why a productive genius becomes a worthless playboy...why a great steel industrialist is working for his own destruction...why a composer gives up his career on the night of his triumph...why a beautiful woman who runs a transcontinental railroad falls in love with the man she has sworn to kill. Atlas Shrugged, a modern classic and Rand's most extensive statement of Objectivism—her groundbreaking philosophy—offers the reader the spectacle of human greatness, depicted with all the poetry and power of one of the twentieth century's leading artists.

This book contains the best papers of the Third International Conference on Software and Data Technologies (ICSOFT 2008), held in Porto, Portugal, which was organized by the Institute for Systems and Technologies of Information, Communication and Control (INSTICC), co-sponsored by the Workflow Management Coalition (WfMC), in cooperation with the Interdisciplinary Institute for Collaboration and Research on Enterprise

Systems and Technology (IICREST). The purpose of ICSOFT 2008 was to bring together researchers, engineers and practitioners interested in information technology and software development. The conference tracks were "Software Engineering", "Information Systems and Data Management", "Programming Languages", "Distributed and Parallel Systems" and "Knowledge Engineering". Being crucial for the development of information systems, software and data te- nologies encompass a large number of research topics and applications: from imp- mentation-related issues to more abstract theoretical aspects of software engineering; from databases and data-warehouses to management information systems and kno- edge-base systems; next to that, distributed systems, pervasive computing, data qu- ity and other related topics are included in the scope of this conference.

Describes what Exadata is and its available configurations for such features as smart scans, storage indexes, hybrid columnar compression, and Smart Flash Cache.

Agile Testing

Help for Windows Programmers

A Beginner's Guide to Protecting and Recovering from Ransomware Attacks

Third International Conference, ICSOFT 2008, Porto, Portugal, July 22-24,

2008

The Art of Coding

Software and Data Technolgoies

Design Patterns in Modern C++

Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise

a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

This invaluable textbook presents a comprehensive introduction to modern competitive programming. The text highlights how competitive programming has proven to be an excellent way to learn algorithms, by encouraging the design of algorithms that actually work, stimulating the improvement of programming and debugging skills, and reinforcing the type of thinking required to solve problems in a competitive setting. The book contains many "folklore" algorithm design tricks that are known by

experienced competitive programmers, yet which have previously only been formally discussed in online forums and blog posts. Topics and features: reviews the features of the C++ programming language, and describes how to create efficient algorithms that can quickly process large data sets; discusses sorting algorithms and binary search, and examines a selection of data structures of the C++ standard library; introduces the algorithm design technique of dynamic programming, and investigates elementary graph algorithms; covers such advanced algorithm design topics as bit-parallelism and amortized analysis, and presents a focus on efficiently processing array range queries; surveys specialized algorithms for trees, and discusses the mathematical topics that are relevant in competitive programming; examines advanced graph techniques, geometric algorithms, and string techniques; describes a selection of more advanced topics, including square root algorithms and dynamic programming optimization. This easy-to-follow guide is an ideal reference for all students wishing to learn algorithms, and practice for programming contests. Knowledge of the basics of programming is assumed, but previous background in algorithm design or programming contests is not necessary. Due to the broad range of topics covered at various levels of difficulty, this book is suitable for both beginners and more experienced readers.

Trustworthy Ubiquitous Computing covers aspects of trust in ubiquitous computing environments. The aspects of context, privacy, reliability, usability and user experience related to "emerged and exciting new computing paradigm of Ubiquitous Computing", includes pervasive, grid, and peer-to-peer computing including sensor networks to provide secure computing and communication services at anytime and anywhere. Marc Weiser presented his vision of disappearing and ubiquitous computing more than 15 years ago. The big picture of the computer introduced into our environment was a big innovation and the starting point for various areas of research. In order to totally adopt the idea of ubiquitous computing several houses were build, equipped with technology and used as laboratory in order to find and test appliances that are useful and could be made available in our everyday life. Within the last years industry picked up the idea of integrating ubiquitous computing and already available products like remote controls for your house were developed and brought to the market. In spite of many applications and projects in the area of ubiquitous and pervasive computing the success is still far away. One of the main reasons is the lack of acceptance of and confidence in this technology. Although researchers and industry are working in all of these areas a forum to elaborate security, reliability and privacy issues, that resolve in trustworthy interfaces and

computing environments for people interacting within these ubiquitous environments is important. The user experience factor of trust thus becomes a crucial issue for the success of a UbiComp application. The goal of this book is to provide a state the art of Trustworthy Ubiquitous Computing to address recent research results and to present and discuss the ideas, theories, technologies, systems, tools, applications and experiences on all theoretical and practical issues.
Reusable Approaches for Object-Oriented Software Design
Practical Development Throughout the Evolution of Windows, The
Atlas Shrugged