



The Art of Computer Virus Research and Defense

By Szor, Peter

Addison-Wesley Professional, 2005. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service!
Summary: About the Author. Preface. Acknowledgments. I. STRATEGIES OF THE ATTACKER. 1. Introduction to the Games of Nature. Early Models of Self-Replicating Structures John von Neumann: Theory of Self-Reproducing Automata Fredkin: Reproducing Structures Conway: Game of Life Core War: The Fighting Programs Genesis of Computer Viruses Automated Replicating Code: The Theory and Definition of Computer Viruses References 2. The Fascination of Malicious Code Analysis. Common Patterns of Virus Research Antivirus Defense Development Terminology of Malicious Programs Viruses Worms Logic Bombs Trojan Horses Germs Exploits Downloaders Dialers Droppers Injectors Auto-Rooters Kits (Virus Generators) Spammer Programs Flooders Keyloggers Rootkits Other Categories Joke Programs Hoaxes: Chain Letters Other Pests: Adware and Spyware Computer Malware Naming Scheme :// / . [] : # @m or @mm ! Annotated List of Officially Recognized Platform Names References 3. Malicious Code Environments. Computer Architecture Dependency CPU Dependency Operating System Dependency Operating System Version Dependency File System Dependency Cluster Viruses NTFS Stream Viruses NTFS Compression Viruses ISO Image Infection File Format Dependency COM Viruses on DOS EXE Viruses on DOS NE (New Executable) Viruses on 16-bit Windows and OS/2 LX Viruses...



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