Hackers Heroes Of The Computer Revolution 25th Anniversary Edition

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Hacking Europe

This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, Hackers is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. Hackers captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

Hackers

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Insanely Great

A thrilling, exclusive expose of the hacker collectives Anonymous and LulzSec. WE ARE ANONYMOUS is the first full account of how a loosely assembled group of hackers scattered across the globe formed a new kind of insurgency, seized headlines, and tortured the feds-and the ultimate betrayal that would eventually bring them down. Parmy Olson goes behind the headlines and into the world of Anonymous and LulzSec with unprecedented access, drawing upon hundreds of conversations with the hackers themselves, including exclusive interviews with all six core members of LulzSec. In late 2010, thousands of hacktivists joined a mass digital assault on the websites of VISA, MasterCard, and PayPal to protest their treatment of WikiLeaks. Other targets were wide ranging-the websites of corporations from Sony Entertainment and Fox to the Vatican and the Church of Scientology were hacked, defaced, and embarrassed-and the message was that no one was safe. Thousands of user accounts from pornography websites were released, exposing government employees and military personnel. Although some attacks were perpetrated by masses of users who were rallied on the message boards of 4Chan, many others were masterminded by a small, tight-knit group of hackers who formed a splinter group of Anonymous called LulzSec. The legend of Anonymous and LulzSec grew in the wake of each ambitious hack. But how were they penetrating intricate corporate security systems? Were they anarchists or activists? Teams or lone wolves? A cabal of skilled hackers or a disorganized bunch of kids? WE ARE ANONYMOUS delves deep into the internet's underbelly to tell the incredible full story of the global cyber insurgency movement, and its implications for the future of computer security.

In Code

On October 23, 2001, Apple Computer, a company known for its chic, cutting-edge technology -- if not necessarily for its dominant market share -- launched a product with an enticing promise: You can carry an entire music collection in your pocket. It was called the iPod. What happened next exceeded the company's wildest dreams. Over 50 million people have inserted the device's distinctive white buds into their ears, and the iPod has become a global obsession. The Perfect Thing is the definitive account, from design and marketing to startling impact, of Apple's iPod, the signature device of our young century. Besides being one of the most successful consumer products in decades, the iPod has changed our behavior and even our society. It has transformed Apple from a computer company into a consumer electronics giant. It has remolded the music business, altering not only the means of distribution but even the ways in which people enjoy and think about music. Its ubiquity and its universally acknowledged coolness have made it a symbol for the digital age itself, with commentators remarking on "the iPod generation." Now the iPod is beginning to transform the broadcast industry, too, as podcasting becomes a way to access radio and television programming. Meanwhile millions of Podheads obsess about their gizmo, reveling in the personal soundtrack it offers them, basking in the social cachet it lends them, even wondering whether the device itself has its own musical preferences. Steven Levy, the chief technology correspondent for Newsweek magazine and a longtime Apple watcher, is the ideal writer to tell the iPod's tale. He has had access to all the key players in the iPod story, including Steve Jobs, Apple's charismatic cofounder and CEO, whom Levy has known for over twenty years. Detailing for the first time the complete

story of the creation of the iPod, Levy explains why Apple succeeded brilliantly with its version of the MP3 player when other companies didn't get it right, and how Jobs was able to convince the bosses at the big record labels to license their music for Apple's groundbreaking iTunes Store. (We even learn why the iPod is white.) Besides his inside view of Apple, Levy draws on his experiences covering Napster and attending Supreme Court arguments on copyright (as well as his own travels on the iPod's click wheel) to address all of the fascinating issues -- technical, legal, social, and musical -- that the iPod raises. Borrowing one of the definitive qualities of the iPod itself, The Perfect Thing shuffles the book format. Each chapter of this book was written to stand on its own, a deeply researched, wittily observed take on a different aspect of the iPod. The sequence of the chapters in the book has been shuffled in different copies, with only the opening and concluding sections excepted. "Shuffle" is a hallmark of the digital age -- and The Perfect Thing, via sharp, insightful reporting, is the perfect guide to the deceptively diminutive gadget embodying our era.

Cyberpunk

Welcome to the wonderful world of hacking, a seemingly magical world, crafted out of the heart of mystery and wonder, but an oh so very real world where those who hesitate for even just a moment end up in very deep doo-doo, and only the elite have what it takes to survive!

The Art of Deception

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

Hacking the Hacker

The Newsweek technology writer chronicles the rise of the Mac, a machine that revolutionized the computer industry and American society. Original.

Hackers

The world's most infamous hacker offers an insider's view of the low-tech threats to high-tech security Kevin Mitnick's exploits as a cyber-desperado and fugitive

form one of the most exhaustive FBI manhunts in history and have spawned dozens of articles, books, films, and documentaries. Since his release from federal prison, in 1998, Mitnick has turned his life around and established himself as one of the most sought-after computer security experts worldwide. Now, in The Art of Deception, the world's most notorious hacker gives new meaning to the old adage, "It takes a thief to catch a thief." Focusing on the human factors involved with information security, Mitnick explains why all the firewalls and encryption protocols in the world will never be enough to stop a savvy grifter intent on rifling a corporate database or an irate employee determined to crash a system. With the help of many fascinating true stories of successful attacks on business and government, he illustrates just how susceptible even the most locked-down information systems are to a slick con artist impersonating an IRS agent. Narrating from the points of view of both the attacker and the victims, he explains why each attack was so successful and how it could have been prevented in an engaging and highly readable style reminiscent of a true-crime novel. And, perhaps most importantly, Mitnick offers advice for preventing these types of social engineering hacks through security protocols, training programs, and manuals that address the human element of security.

Webster's New World Hacker Dictionary

Hackers as vital disruptors, inspiring a new wave of activism in which ordinary citizens take back democracy. Hackers have a bad reputation, as shady deployers of bots and destroyers of infrastructure. In Coding Democracy, Maureen Webb offers another view. Hackers, she argues, can be vital disruptors. Hacking is becoming a practice, an ethos, and a metaphor for a new wave of activism in which ordinary citizens are inventing new forms of distributed, decentralized democracy for a digital era. Confronted with concentrations of power, mass surveillance, and authoritarianism enabled by new technology, the hacking movement is trying to “build out” democracy into cyberspace. Webb travels to Berlin, where she visits the Chaos Communication Camp, a flagship event in the hacker world; to Silicon Valley, where she reports on the Apple-FBI case, the significance of Russian troll farms, and the hacking of tractor software by desperate farmers; to Barcelona, to meet the hacker group XNet, which has helped bring nearly 100 prominent Spanish bankers and politicians to justice for their role in the 2008 financial crisis; and to Harvard and MIT, to investigate the institutionalization of hacking. Webb describes an amazing array of hacker experiments that could dramatically change the current political economy. These ambitious hacks aim to displace such tech monoliths as Facebook and Amazon; enable worker cooperatives to kill platforms like Uber; give people control over their data; automate trust; and provide citizens a real say in governance, along with capacity to reach consensus. Coding Democracy is not just another optimistic declaration of technological utopianism; instead, it provides the tools for an urgently needed upgrade of democracy in the digital era.

The Perfect Thing

Steven Levy's classic book about the original hackers of the computer revolution is now available in a special 25th anniversary edition, with updated material from noteworthy hackers such as Bill Gates, Mark Zukerberg, Richard Stallman, and Tim

O'Reilly. Hackers traces the exploits of innovators from the research labs in the late 1950s to the rise of the home computer in the mid-1980s. It's a fascinating story of brilliant and eccentric nerds such as Steve Wozniak, Ken Williams, and John Draper who took risks, bent the rules, and took the world in a radical new direction. "Hacker" is often a derogatory term today, but 40 years ago, it referred to people who found clever and unorthodox solutions to computer engineering problems -- a practice that became known as "the hacker ethic." In this book, Levy takes you from the true hackers of MIT's Tech Model Railroad Club to the DIY culture that spawned the first personal computers -- the Altair and the Apple II -- and finally to the gaming culture of the early '80s. From students finagling access to clunky computer-card machines to engineers uncovering the secrets of what would become the Internet, Hackers captures a seminal period in history when underground activities blazed a trail for today's digital world. This book is not just for geeks -- it's for everyone interested in origins of the computer revolution.

CUCKOO'S EGG

The shocking untold story of the elite secret society of hackers fighting to protect our privacy, our freedom -- even democracy itself Cult of the Dead Cow is the tale of the oldest, most respected, and most famous American hacking group of all time. Though until now it has remained mostly anonymous, its members invented the concept of hacktivism, released the top tool for testing password security, and created what was for years the best technique for controlling computers from afar, forcing giant companies to work harder to protect customers. They contributed to the development of Tor, the most important privacy tool on the net, and helped build cyberweapons that advanced US security without injuring anyone. With its origins in the earliest days of the Internet, the cDc is full of oddball characters -- activists, artists, even future politicians. Many of these hackers have become top executives and advisors walking the corridors of power in Washington and Silicon Valley. The most famous is former Texas Congressman and current presidential candidate Beto O'Rourke, whose time in the cDc set him up to found a tech business, launch an alternative publication in El Paso, and make long-shot bets on unconventional campaigns. Today, the group and its followers are battling electoral misinformation, making personal data safer, and battling to keep technology a force for good instead of for surveillance and oppression. Cult of the Dead Cow shows how governments, corporations, and criminals came to hold immense power over individuals and how we can fight back against them.

Crypto

A book for anyone who wants to learn programming to explore and create, with exercises and projects to help the reader learn by doing. This book introduces programming to readers with a background in the arts and humanities; there are no prerequisites, and no knowledge of computation is assumed. In it, Nick Montfort reveals programming to be not merely a technical exercise within given constraints but a tool for sketching, brainstorming, and inquiring about important topics. He emphasizes programming's exploratory potential—its facility to create new kinds of artworks and to probe data for new ideas. The book is designed to be read alongside the computer, allowing readers to program while making their way through the chapters. It offers practical exercises in writing and modifying code,

beginning on a small scale and increasing in substance. In some cases, a specification is given for a program, but the core activities are a series of “free projects,” intentionally underspecified exercises that leave room for readers to determine their own direction and write different sorts of programs. Throughout the book, Montfort also considers how computation and programming are culturally situated—how programming relates to the methods and questions of the arts and humanities. The book uses Python and Processing, both of which are free software, as the primary programming languages.

Dissecting the Hack

If you thought hacking was just about mischief-makers hunched over computers in the basement, think again. As seasoned author Wallace Wang explains, hacking can also mean questioning the status quo, looking for your own truths and never accepting at face value anything authorities say or do. The completely revised fourth edition of this offbeat, non-technical book examines what hackers do, how they do it, and how you can protect yourself. Written in the same informative, irreverent, and entertaining style that made the first three editions hugely successful, Steal This Computer Book 4.0 will expand your mind and raise your eyebrows. New chapters discuss the hacker mentality, social engineering and lock picking, exploiting P2P file-sharing networks, and how people manipulate search engines and pop-up ads to obtain and use personal information. Wang also takes issue with the media for "hacking" the news and presenting the public with self-serving stories of questionable accuracy. Inside, you’ll discover: –How to manage and fight spam and spyware –How Trojan horse programs and rootkits work and how to defend against them –How hackers steal software and defeat copy-protection mechanisms –How to tell if your machine is being attacked and what you can do to protect it –Where the hackers are, how they probe a target and sneak into a computer, and what they do once they get inside –How corporations use hacker techniques to infect your computer and invade your privacy –How you can lock down your computer to protect your data and your personal information using free programs included on the book’s CD If you’ve ever logged onto a website, conducted an online transaction, sent or received email, used a networked computer or even watched the evening news, you may have already been tricked, tracked, hacked, and manipulated. As the saying goes, just because you’re paranoid doesn’t mean they aren’t after you. And, as Wallace Wang reveals, they probably are. The companion CD contains hundreds of megabytes of 100% FREE hacking and security related programs, like keyloggers, spyware stoppers, port blockers, IP scanners, Trojan horse detectors, and much, much more. CD compatible with Windows, Mac, and Linux.

What the Dormouse Said

The high-tech wizard behind Apple offers a personal account of the creation of the first personal computer by marrying computer circuitry with a video screen and a typewriter keyboard to create the affordable, easy-to-use Apple I, detailing his life before and after Apple and providing a personal perspective on an invention that ignited the computer revolution. 50,000 first printing.

In The Plex

Hacking and Open Source Culture: Readings of the Ideas, Social Movements, and People Who Shaped the Information Society helps students explore the creative, cultural, and social contexts of modern technology. Readers learn how the hackers, innovators, ideas, and events of the past have created the age of information and technology we live in today. The anthology is divided into three parts. Part I explores the development of the computer, including readings about FORTRAN, the development of general-purpose software, and the creation of the transistor, integrated circuit, and microprocessor. In Part II, students read selections about the people and events that led to the development of the internet. The final part of the anthology focuses on hacking and open-source culture as a social phenomenon, including readings on cultural stereotypes of the hacker, the roles of Richard Stallman and Linus Torvalds in the creation of open source software, and an exploration of the maker movement. Hacking and Open Source Culture helps students connect the dots between technological developments of yesterday and our current time and place. It is an ideal text for courses in information studies, computer science, the history of technology, and the cultural influence of technology.

Where Wizards Stay Up Late

The bestselling cyberpunk author “has produced by far the most stylish report from the computer outlaw culture since Steven Levy’s Hackers” (Publishers Weekly). Bruce Sterling delves into the world of high-tech crime and punishment in one of the first books to explore the cyberspace breaches that threaten national security. From the crash of AT&T’s long-distance switching system to corporate cyberattacks, he investigates government and law enforcement efforts to break the back of America’s electronic underground in the 1990s. In this modern classic, “Sterling makes the hackers—who live in the ether between terminals under noms de net such as VaxCat—as vivid as Wyatt Earp and Doc Holliday. His book goes a long way towards explaining the emerging digital world and its ethos” (Publishers Weekly). This edition features a new preface by the author that analyzes the sobering increase in computer crime over the twenty-five years since The Hacker Crackdown was first published. “Offbeat and brilliant.” —Booklist “Thoroughly researched, this account of the government’s crackdown on the nebulous but growing computer-underground provides a thoughtful report on the laws and rights being defined on the virtual frontier of cyberspace. . . . An enjoyable, informative, and (as the first mainstream treatment of the subject) potentially important book . . . Sterling is a fine and knowledgeable guide to this strange new world.” —Kirkus Reviews “A well-balanced look at this new group of civil libertarians. Written with humor and intelligence, this book is highly recommended.” —Library Journal

Facebook

Originally published in England and cowritten with her father, "In Code" is "a wonderfully moving story about the thrill of the mathematical chase" ("Nature") and "a paean to intellectual adventure" ("Times Educational Supplement"). A memoir in mathematics, it is all about how a girl next door became an award-

winning mathematician. photo insert.

We Are Anonymous

He has had unprecedented access to Mark Zuckerberg and Sheryl Sandberg for three years. And now renowned tech writer Steven Levy delivers the definitive history of one of America's most powerful and controversial companies: Facebook. In his sophomore year of college, Mark Zuckerberg created a simple website to serve as a campus social network. The site caught on like wildfire, and soon students nationwide were on Facebook. Today, Facebook is nearly unrecognizable from Zuckerberg's first, modest iteration. It has grown into a tech giant, the largest social media platform and one of the most gargantuan companies in the world, with a valuation of more than $576 billion and almost 3 billion users, including those on its fully owned subsidiaries, Instagram and WhatsApp. There is no denying the power and omnipresence of Facebook in American daily life. And in light of recent controversies surrounding election-influencing "fake news" accounts, the handling of its users' personal data, and growing discontent with the actions of its founder and CEO, never has the company been more central to the national conversation. Based on hundreds of interviews inside and outside the company, Levy's sweeping narrative digs deep into the whole story of the company that has changed the world and reaped the consequences.

Ghost in the Wires

The thrilling memoir of the world's most wanted computer hacker "Mitnick manages to make breaking computer code sound as action-packed as robbing a bank." -- NPR Kevin Mitnick was the most elusive computer break-in artist in history. He accessed computers and networks at the world's biggest companies--and no matter how fast the authorities were, Mitnick was faster, sprinting through phone switches, computer systems, and cellular networks. As the FBI's net finally began to tighten, Mitnick went on the run, engaging in an increasingly sophisticated game of hide-and-seek that escalated through false identities, a host of cities, and plenty of close shaves, to an ultimate showdown with the Feds, who would stop at nothing to bring him down. Ghost in the Wires is a thrilling true story of intrigue, suspense, and unbelievable escapes--and a portrait of a visionary who forced the authorities to rethink the way they pursued him, and forced companies to rethink the way they protect their most sensitive information.

Kingpin

Hackers

If you've ever made a secure purchase with your credit card over the Internet, then you have seen cryptography, or "crypto", in action. From Stephen Levy—the author who made "hackers" a household word—comes this account of a revolution that is already affecting every citizen in the twenty-first century. Crypto tells the inside story of how a group of "crypto rebels"—nerds and visionaries turned freedom fighters—teamed up with corporate interests to beat Big Brother and ensure our

privacy on the Internet. Levy's history of one of the most controversial and important topics of the digital age reads like the best futuristic fiction.

Hackers, Heroes of the Computer Revolution Chapters 1 & 2

Written with full cooperation from top management, including cofounders Sergey Brin and Larry Page, this is the inside story behind Google, the most successful and most admired technology company of our time, told by one of our best technology writers. Few companies in history have ever been as successful and as admired as Google, the company that has transformed the Internet and become an indispensable part of our lives. How has Google done it? Veteran technology reporter Steven Levy was granted unprecedented access to the company, and in this revelatory book he takes readers inside Google headquarters—the Googleplex—to show how Google works. While they were still students at Stanford, Google cofounders Larry Page and Sergey Brin revolutionized Internet search. They followed this brilliant innovation with another, as two of Google's earliest employees found a way to do what no one else had: make billions of dollars from Internet advertising. With this cash cow, Google was able to expand dramatically and take on other transformative projects: more efficient data centers, open-source cell phones, free Internet video (YouTube), cloud computing, digitizing books, and much more. The key to Google's success in all these businesses, Levy reveals, is its engineering mind-set and adoption of such Internet values as speed, openness, experimentation, and risk taking. After its unapologetically elitist approach to hiring, Google pampers its engineers—free food and dry cleaning, on-site doctors and masseuses—and gives them all the resources they need to succeed. Even today, with a workforce of more than 23,000, Larry Page signs off on every hire. But has Google lost its innovative edge? With its newest initiative, social networking, Google is chasing a successful competitor for the first time. Some employees are leaving the company for smaller, nimbler start-ups. Can the company that famously decided not to be evil still compete? No other book has ever turned Google inside out as Levy does with In the Plex.

Coding Freedom

Meet the world's top ethical hackers and explore the tools of the trade Hacking the Hacker takes you inside the world of cybersecurity to show you what goes on behind the scenes, and introduces you to the men and women on the front lines of this technological arms race. Twenty-six of the world's top white hat hackers, security researchers, writers, and leaders, describe what they do and why, with each profile preceded by a no-experience-necessary explanation of the relevant technology. Dorothy Denning discusses advanced persistent threats, Martin Hellman describes how he helped invent public key encryption, Bill Cheswick talks about firewalls, Dr. Charlie Miller talks about hacking cars, and other cybersecurity experts from around the world detail the threats, their defenses, and the tools and techniques they use to thwart the most advanced criminals history has ever seen. Light on jargon and heavy on intrigue, this book is designed to be an introduction to the field; final chapters include a guide for parents of young hackers, as well as the Code of Ethical Hacking to help you start your own journey to the top. Cybersecurity is becoming increasingly critical at all levels, from retail businesses all the way up to national security. This book drives to the heart of the field,

introducing the people and practices that help keep our world secure. Go deep into the world of white hat hacking to grasp just how critical cybersecurity is Read the stories of some of the world's most renowned computer security experts Learn how hackers do what they do—no technical expertise necessary Delve into social engineering, cryptography, penetration testing, network attacks, and more As a field, cybersecurity is large and multi-faceted—yet not historically diverse. With a massive demand for qualified professional that is only going to grow, opportunities are endless. Hacking the Hacker shows you why you should give the field a closer look.

The Innovators

The true story of Ira Einhorn, the Philadelphia antiwar crusader, environmental activist, and New Age guru with a murderous dark side. During the cultural shockwaves of the 1960s and ’70s, Ira Einhorn—nicknamed the “Unicorn”—was the leading radical voice for the antiwar movement at the University of Pennsylvania. At his side were such noted activists as Abbie Hoffman and Jerry Rubin. A brilliantly articulate advocate for peace in a turbulent era, he rallied followers toward the growing antiestablishment causes of free love, drugs, and radical ecological reform. In 1979, when the mummified remains of his girlfriend, Holly Maddux, a Bryn Mawr flower child from Tyler, Texas, were found in a trunk in his apartment, Einhorn claimed a CIA frame-up. Incredibly, the network of influential friends, socialites, and powerful politicians he’d charmed and manipulated over the years supported him. Represented by renowned district attorney and future senator Arlen Specter, Einhorn was released on bail. But before trial, he fled the country to an idyllic town in the French wine region and disappeared. It would take more than twenty years—and two trials—to finally bring Einhorn to justice. Based on more than two years of research and 250 interviews, as well as the chilling private journals of Einhorn and Maddux, prize-winning journalist Steven Levy paints an astonishing and complicated portrait of a man motivated by both genius and rage. The basis for 1998 NBC television miniseries The Hunt for the Unicorn Killer, The Unicorn’s Secret is a “spellbinding sociological/true crime study,” revealing the dark and tragic dimensions of a man who defined an era, only to shatter its ideals (Publishers Weekly).

Steal This Computer Book 4.0

The origins and history of electronic intruders that includes the first written "code of ethics" of the computer underground.

Machine Learning for Hackers

This book isn't about cybersecurity, it's about life. Specifically, connected life in the 21st century. It's about the behaviours we need to change and the threats we need to be aware of to ensure that we can keep ourselves and our families as safe as possible in the new connected world. We are the pioneers in connectivity and this world is evolving in a way that none of us has ever seen before. This book will cover elements of 21st century life which will be familiar to all consumers - from social media, to email hacking, to content theft, to connected devices and even

connected cars. It will steer clear of just dryly delivering facts but will use true anecdotes to tell stories of the dangers of connectivity to us all, every day, and how we can make simple changes to live our connected lives more safely. -Honest, jargon-free advice on how to keep your data safe in an increasingly complex digital world -Topical and engaging examples from across the consumer, digital and corporate worlds -Covers everything from passwords to talking assistants, phishing to social media

Hacking for Beginners

Hacking Europe traces the user practices of chopping games in Warsaw, hacking software in Athens, creating chaos in Hamburg, producing demos in Turku, and partying with computing in Zagreb and Amsterdam. Focusing on several European countries at the end of the Cold War, the book shows the digital development was not an exclusively American affair. Local hacker communities appropriated the computer and forged new cultures around it like the hackers in Yugoslavia, Poland and Finland, who showed off their tricks and creating distinct “demoscenes.” Together the essays reflect a diverse palette of cultural practices by which European users domesticated computer technologies. Each chapter explores the mediating actors instrumental in introducing and spreading the cultures of computing around Europe. More generally, the “ludological” element--the role of mischief, humor, and play--discussed here as crucial for analysis of hacker culture, opens new vistas for the study of the history of technology.

The Unicorn's Secret

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

Exploding the Phone

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.

Exploratory Programming for the Arts and Humanities

A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including: • Fundamental types, reference types, and user-defined types • The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm • Compile-time polymorphism with templates and run-time polymorphism with virtual classes • Advanced expressions, statements, and functions • Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities • Containers, iterators, strings, and algorithms • Streams and files, concurrency, networking, and application development With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation.

Hackers, Heroes of the Computer Revolution

The author examines issues such as the rightness of web-based applications, the programming language renaissance, spam filtering, the Open Source Movement, Internet startups and more. He also tells important stories about the kinds of people behind technical innovations, revealing their character and their craft.

Scams, Security and Over-Sharing

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.

Coding Democracy

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.

Hacking and Open Source Culture (First Edition)

“A rollicking history of the telephone system and the hackers who exploited its flaws.” —Kirkus Reviews, starred review Before smartphones, back even before the Internet and personal computers, a misfit group of technophiles, blind teenagers, hippies, and outlaws figured out how to hack the world’s largest machine: the telephone system. Starting with Alexander Graham Bell’s revolutionary “harmonic telegraph,” by the middle of the twentieth century the phone system had grown into something extraordinary, a web of cutting-edge switching machines and human operators that linked together millions of people like never before. But the network had a billion-dollar flaw, and once people discovered it, things would never be the same. Exploding the Phone tells this story in full for the first time. It traces the birth of long-distance communication and the telephone, the rise of AT&T’s monopoly, the creation of the sophisticated machines that made it all work, and the discovery of Ma Bell’s Achilles’ heel. Phil Lapsley expertly weaves together the clandestine underground of “phone phreaks” who turned the network into their electronic playground, the mobsters who exploited its flaws to avoid the feds, the explosion of telephone hacking in the counterculture, and the war between the phreaks, the phone company, and the FBI. The product of extensive original research, Exploding the Phone is a groundbreaking, captivating book that “does for the phone phreaks what Steven Levy’s Hackers did for computer pioneers” (Boing Boing). “An authoritative, jaunty and enjoyable account of their sometimes comical, sometimes impressive and sometimes disquieting misdeeds.” —The Wall Street Journal “Brilliantly researched.” —The Atlantic “A fantastically fun romp through the world of early phone hackers, who sought free long distance, and in the end helped launch the computer era.” —The Seattle Times

The Hacker Crackdown

If you’re an experienced programmer interested in crunching data, this book will

get you started with machine learning—a toolkit of algorithms that enables computers to train themselves to automate useful tasks. Authors Drew Conway and John Myles White help you understand machine learning and statistics tools through a series of hands-on case studies, instead of a traditional math-heavy presentation. Each chapter focuses on a specific problem in machine learning, such as classification, prediction, optimization, and recommendation. Using the R programming language, you'll learn how to analyze sample datasets and write simple machine learning algorithms. Machine Learning for Hackers is ideal for programmers from any background, including business, government, and academic research. Develop a naïve Bayesian classifier to determine if an email is spam, based only on its text Use linear regression to predict the number of page views for the top 1,000 websites Learn optimization techniques by attempting to break a simple letter cipher Compare and contrast U.S. Senators statistically, based on their voting records Build a "whom to follow" recommendation system from Twitter data

IWoz

"Following his blockbuster biography of Steve Jobs, The Innovators is Walter Isaacson's revealing story of the people who created the computer and the Internet. It is destined to be the standard history of the digital revolution and an indispensable guide to how innovation really happens. What were the talents that allowed certain inventors and entrepreneurs to turn their visionary ideas into disruptive realities? What led to their creative leaps? Why did some succeed and others fail? In his masterly saga, Isaacson begins with Ada Lovelace, Lord Byron's daughter, who pioneered computer programming in the 1840s. He explores the fascinating personalities that cr eated our current digital revolution, such as Vannevar Bush, Alan Turing, John von Neumann, J.C.R. Licklider, Doug Engelbart, Robert Noyce, Bill Gates, Steve Wozniak, Steve Jobs, Tim Berners-Lee, and Larry Page. This is the story of how their minds worked and what made them so inventive. It's also a narrative of how their ability to collaborate and master the art of teamwork made them even more creative. For an era that seeks to foster innovation, creativity, and teamwork, The Innovators shows how they happen"--

Hacking the Xbox

Provides step-by-step instructions on basic hacking techniques and reverse engineering skills along with information on Xbox security, hardware, and software.

Cult of the Dead Cow

Most histories of the personal computer industry focus on technology or business. John Markoff's landmark book is about the culture and consciousness behind the first PCs—the culture being counter– and the consciousness expanded, sometimes chemically. It's a brilliant evocation of Stanford, California, in the 1960s and '70s, where a group of visionaries set out to turn computers into a means for freeing minds and information. In these pages one encounters Ken Kesey and the phone hacker Cap'n Crunch, est and LSD, The Whole Earth Catalog and the Homebrew Computer Lab. What the Dormouse Said is a poignant, funny, and inspiring book by

one of the smartest technology writers around.

Hackers & Painters

Twenty five years ago, it didn't exist. Today, twenty million people worldwide are surfing the Net. Where Wizards Stay Up Late is the exciting story of the pioneers responsible for creating the most talked about, most influential, and most far-reaching communications breakthrough since the invention of the telephone. In the 1960's, when computers where regarded as mere giant calculators, J.C.R. Licklider at MIT saw them as the ultimate communications devices. With Defense Department funds, he and a band of visionary computer whizzes began work on a nationwide, interlocking network of computers. Taking readers behind the scenes, Where Wizards Stay Up Late captures the hard work, genius, and happy accidents of their daring, stunningly successful venture.

C++ Crash Course

Profiles computer hackers who overstep ethical boundaries and break the law to penetrate society's most sensitive computer networks.