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Fysos Input And Output Devices

This book is Volume 1 of the series, FYSOS: Operating System Design, and will take the reader from the point the

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computer boots up, through the boot code, through the file system loader, and then to the kernel. It explains in detail, each step of what it takes to create a minimum working, multi-threading operating

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system. Includes chapters on how to retrieve information from the BIOS, find partitions on the media, move to 32-bit protected mode, creating a memory manager, a task scheduler, and other

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necessities of operating system design. The available CD-ROM (upon request) contains complete source code of this minimal operating system, and many utilities for use in your development. This

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book also includes suggestions, examples, and other source code to help you build your operating system. This book, and its continued series of books, does not expect you to build the next

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great wonder of the computer world. It simply will help you with your interest in controlling the computer's hardware, from the point the BIOS releases execution to your boot code to the point of

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a fully working Graphical User Interface. It is not required that you know much about operating system design, though a strong knowledge of x86 Assembly Language programming and a moderate

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knowledge of an Intel(r)/AMD(r) x86 computer's hardware is expected to use this book.

The source code of MS-DOS is both secret and copyright-protected. Using the DOS

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work-alike RxDOS, created to emulate and parallel the commercial system, Dissecting DOS reveals for the first time the code-level operation of DOS. By studying the source code of RxDOS

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included on disk, readers will be able to understand MS-DOS's inner workings.

Little Critter® and his family plant some vegetables. After lots of watering, weeding, and waiting, they enjoy a delicious

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**meal--all from their green,
green garden.**

**This book is Volume 4 of the
series, FYSOS: Operating
System Design, and will show
the reader how to detect,
initialize, and communicate**

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with the Serial and Parallel Ports, the PS2 ports, and the mice and keyboards that may be attached to them, as well as the Sound Blaster Audio device. This book does not, however, discuss input

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devices attached via a USB port. This type of device is described in Volume 8 of this series, "FYSOS: The Universal Serial Bus." All of this is done without any outside help, such as operating system calls or

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the help of the BIOS. The reader will learn how to communicate with the hardware directly, reading and writing to the system bus to achieve these tasks. The companion CD-ROM contains

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complete source code of each example within the book, showing how to accomplish these tasks. This book, and its companion series of books, does not expect you to build the next great wonder of the

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computer world. It simply will help you with your interest in controlling the computer's hardware, from the point the BIOS releases execution to your boot code to the point of a fully working Graphical User

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Interface. It is not required that you know much about operating system design, though a good knowledge of C Programming Language and a moderate knowledge of an Intel(r)/AMD(r) x86 computer's

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hardware is expected to use this book

The Universal Serial Bus

The Story Within

Operating System Concepts

Family and Friends: 2:

Teacher's Book

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A Guide to Kernel Exploitation The Design of an Operating System and Compiler

Publisher Description

The ninth edition of Operating System Concepts continues to evolve to provide a solid theoretical

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foundation for understanding operating systems. This edition has been updated with more extensive coverage of the most current topics and applications, improved conceptual coverage and additional content to bridge the gap between concepts and actual

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implementations. A new design allows for easier navigation and enhances reader motivation. Additional end-of-chapter, exercises, review questions, and programming exercises help to further reinforce important concepts. WileyPLUS, including a test bank,

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self-check exercises, and a student solutions manual, is also part of the comprehensive support package. Over the past two decades, there has been a huge amount of innovation in both the principles and practice of operating systems. Over the same period, the core ideas in a modern

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operating system - protection, concurrency, virtualization, resource allocation, and reliable storage - have become widely applied throughout computer science. Whether you get a job at Facebook, Google, Microsoft, or any other leading-edge technology company, it is impossible to build

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resilient, secure, and flexible computer systems without the ability to apply operating systems concepts in a variety of settings. This book examines the both the principles and practice of modern operating systems, taking important, high-level concepts all the way down to the

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level of working code. Because operating systems concepts are among the most difficult in computer science, this top to bottom approach is the only way to really understand and master this important material. The first complete and definitive guide showing programmers how to

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exploit the full potential of DOS 5. Written from the ground up to support the new generation of hardware and software that will be the foundation of personal computing for the rest of this decade. Distributed Operating Systems Modeling, Analysis, Applications:

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Economy Edition

The System Core

Randiana

Pre-Calculus For Dummies

USB

A Guide to Kernel

Exploitation: Attacking the Core discusses the theoretical

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techniques and approaches needed to develop reliable and effective kernel-level exploits, and applies them to different operating systems, namely, UNIX derivatives, Mac OS X, and Windows. Concepts and tactics are presented

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categorically so that even when a specifically detailed vulnerability has been patched, the foundational information provided will help hackers in writing a newer, better attack; or help pen testers, auditors, and the like

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develop a more concrete design and defensive structure. The book is organized into four parts. Part I introduces the kernel and sets out the theoretical basis on which to build the rest of the book. Part II focuses on

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different operating systems and describes exploits for them that target various bug classes. Part III on remote kernel exploitation analyzes the effects of the remote scenario and presents new techniques to target remote

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issues. It includes a step-by-step analysis of the development of a reliable, one-shot, remote exploit for a real vulnerability a bug affecting the SCTP subsystem found in the Linux kernel. Finally, Part IV wraps up the analysis on

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kernel exploitation and looks at what the future may hold. Covers a range of operating system families – UNIX derivatives, Mac OS X, Windows Details common scenarios such as generic memory corruption (stack

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overflow, heap overflow, etc.) issues, logical bugs and race conditions Delivers the reader from user-land exploitation to the world of kernel-land (OS) exploits/attacks, with a particular focus on the steps that lead to the creation of

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successful techniques, in order to give to the reader something more than just a set of tricks

For Introductory Courses in Operating Systems in Computer Science, Computer Engineering, and Electrical

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Engineering programs. The widely anticipated revision of this worldwide best-seller incorporates the latest developments in operating systems (OS) technologies. The Third Edition includes up-to-date materials on relevant.

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OS such as Linux, Windows, and embedded real-time and multimedia systems.

Tanenbaum also provides information on current research based on his experience as an operating systems researcher.

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Any UNIX programmer using the latest workstations or super minicomputers from vendors such as Sun, Silicon Graphics (SGI), ATandT, Amdahl, IBM, Apple, Compaq, Mentor Graphics, and Thinking Machines needs this

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book to optimize his/her job performance. This book teaches how these architectures operate using clear, comprehensible examples to explain the concepts, and provides a good reference for people already

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familiar with the basic concepts.

This book describes the design and implementation of the BSD operating system--previously known as the Berkeley version of UNIX. Today, BSD is found in nearly

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every variant of UNIX, and is widely used for Internet services and firewalls, timesharing, and multiprocessing systems. Readers involved in technical and sales support can learn the capabilities and

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limitations of the system; applications developers can learn effectively and efficiently how to interface to the system; systems programmers can learn how to maintain, tune, and extend the system. Written from the

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unique perspective of the system's architects, this book delivers the most comprehensive, up-to-date, and authoritative technical information on the internal structure of the latest BSD system. As in the previous

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book on 4.3BSD (with Samuel Leffler), the authors first update the history and goals of the BSD system. Next they provide a coherent overview of its design and implementation. Then, while explaining key design

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decisions, they detail the concepts, data structures, and algorithms used in implementing the system's facilities. As an in-depth study of a contemporary, portable operating system, or as a practical reference, readers

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will appreciate the wealth of insight and guidance contained in this book. Highlights of the book: Details major changes in process and memory management Describes the new extensible and stackable

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filesystem interface Includes an invaluable chapter on the new network filesystem
Updates information on networking and interprocess communication
No Red Pen
A Design-oriented Approach

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Input and Output Devices
Getting Started with
Networking, Scripting, and
Security in Kali
Modern Operating Systems
Understanding Solid State
Electronics
Enjoy learning a key

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technology. Undergraduates and beginning graduates in both first and second simulation courses have responded positively to the approach taken in this text, which illustrates simulation

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principles using the popular Simio product. This economy version substitutes grayscale interior graphics to keep costs low for students. Content: This textbook explains how to use simulation to make better

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business decisions in application domains from healthcare to mining, heavy manufacturing to supply chains, and everything in between. It is written to help both technical and non-

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technical users better understand the concepts and usefulness of simulation. It can be used in a classroom environment or in support of independent study. Modern software makes simulation

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more useful and accessible than ever and this book illustrates simulation concepts with Simio, a leader in simulation software. Author Statement: This book can serve as the primary text in

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first and second courses in simulation at both the undergraduate and beginning-graduate levels. It is written in an accessible tutorial-style writing approach centered on specific examples rather than

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general concepts, and covers a variety of applications including an international flavor. Our experience has shown that these characteristics make the text easier to read and absorb, as

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well as appealing to students from many different cultural and applications backgrounds. A first simulation course would probably cover Chapter 1 through 8 thoroughly, and likely Chapters 9 and 10,

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particularly for upper class or graduate level students. For a second simulation course, it might work to skip or quickly review Chapters 1-3 and 6, thoroughly cover all other chapters up to Chapter 10, and

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use Chapter 11 as reinforcing assignments. The text or components of it could also support a simulation module of a few weeks within a larger survey course in programs without a stand-alone

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simulation course (e.g., MBA). For a simulation module that's part of a larger survey course, we recommend concentrating on Chapters 1, 4, and 5, and then perhaps lightly touch on Chapters 7 and 8. The

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extensibility introduced in Chapter 10 could provide some interesting project work for a graduate student with some programming background, as it could be easily linked to other research

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topics. Likewise Appendix A could be used as the lead-in to some advanced study or research in the latest techniques in simulation-based planning and scheduling. Supplemental

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course material is also available on-line. Third Edition: The new third edition adds sections on Randomness in Simulation, Model Debugging, and Monte Carlo simulation. In addition, the

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coverage of animation, input analysis and output analysis has been significantly expanded. There is a new appendix on simulation-based scheduling, end-of-chapter problems have been improved

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and expanded, and we have incorporated many reader suggestions. We have reorganized the material for improved flow, and have updates throughout the book for many of the new Simio

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features recently added. A new format better supports our e-book users, and a new publisher supports significant cost reduction for our readers. Provides a toolbox of issues for consideration and

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recommendations for how to conduct a writers' workshop and offer critique that fundamentally respects the writer and the work.

The eagerly anticipated new edition of the bestselling

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introduction to x86 assembly language The long-awaited third edition of this bestselling introduction to assembly language has been completely rewritten to focus on 32-bit protected-mode Linux and the

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free NASM assembler.

Assembly is the fundamental language bridging human ideas and the pure silicon hearts of computers, and popular author Jeff Dunteman retains his distinctive

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lighthearted style as he presents a step-by-step approach to this difficult technical discipline. He starts at the very beginning, explaining the basic ideas of programmable computing, the

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binary and hexadecimal number systems, the Intel x86 computer architecture, and the process of software development under Linux. From that foundation he systematically treats the x86

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instruction set, memory addressing, procedures, macros, and interface to the C-language code libraries upon which Linux itself is built.

Serves as an ideal introduction to x86 computing

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concepts, as demonstrated by the only language directly understood by the CPU itself Uses an approachable, conversational style that assumes no prior experience in programming of any kind

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Presents x86 architecture and assembly concepts through a cumulative tutorial approach that is ideal for self-paced instruction Focuses entirely on free, open-source software, including Ubuntu Linux, the

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NASM assembler, the Kate editor, and the Gdb/Insight debugger Includes an x86 instruction set reference for the most common machine instructions, specifically tailored for use by

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programming beginners

Woven into the presentation are plenty of assembly code examples, plus practical tips on software design, coding, testing, and debugging, all using free, open-source

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software that may be downloaded without charge from the Internet.

The tenth edition of Operating System Concepts has been revised to keep it fresh and up-to-date with contemporary

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examples of how operating systems function, as well as enhanced interactive elements to improve learning and the student's experience with the material. It combines instruction on concepts with

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real-world applications so that students can understand the practical usage of the content. End-of-chapter problems, exercises, review questions, and programming exercises help to further reinforce

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important concepts. New interactive self-assessment problems are provided throughout the text to help students monitor their level of understanding and progress. A Linux virtual machine

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(including C and Java source code and development tools) allows students to complete programming exercises that help them engage further with the material. The Enhanced E-Text is also available bundled

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with an abridged print companion and can be ordered by contacting customer service here: ISBN: 9781119456339 Price: \$97.95 Canadian Price: \$111.50

The Art of Assembly

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Language, 2nd Edition

The Graphical User Interface

Advanced UNIX Programming

Operating System Design: The

Xinu approach

Design and Implementation

The Design and

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Implementation of the 4.4 BSD Operating System

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book.

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Operating Systems Design and Implementation, 3e , is ideal for introductory courses on computer operating systems. Written by the creator of Minix, professional programmers will now have the most up-to-date tutorial and

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reference available today. Revised to address the latest version of MINIX (MINIX 3), this streamlined, simplified new edition remains the only operating systems text to first explain relevant principles, then demonstrate their applications

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using a Unix-like operating system as a detailed example. It has been especially designed for high reliability, for use in embedded systems, and for ease of teaching. Offers an introduction to the principles of pre-calculus, covering

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such topics as functions, law of sines and cosines, identities, sequences, series, and binomials. Assembly is a low-level programming language that's one step above a computer's native machine language. Although

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assembly language is commonly used for writing device drivers, emulators, and video games, many programmers find its somewhat unfriendly syntax intimidating to learn and use. Since 1996, Randall Hyde's *The Art of Assembly*

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Language has provided a comprehensive, plain-English, and patient introduction to 32-bit x86 assembly for non-assembly programmers. Hyde's primary teaching tool, High Level Assembler (or HLA), incorporates

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many of the features found in high-level languages (like C, C++, and Java) to help you quickly grasp basic assembly concepts. HLA lets you write true low-level code while enjoying the benefits of high-level language programming. As you

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read *The Art of Assembly Language*, you'll learn the low-level theory fundamental to computer science and turn that understanding into real, functional code. You'll learn how to:

- Edit, compile, and run HLA programs
- Declare and

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use constants, scalar variables, pointers, arrays, structures, unions, and namespaces –Translate arithmetic expressions (integer and floating point) –Convert high-level control structures This much anticipated second edition of The

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Art of Assembly Language has been updated to reflect recent changes to HLA and to support Linux, Mac OS X, and FreeBSD. Whether you're new to programming or you have experience with high-level

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languages, The Art of Assembly Language, 2nd Edition is your essential guide to learning this complex, low-level language.

As distributed computer systems become more pervasive, so does the need for understanding how

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their operating systems are designed and implemented. Andrew S. Tanenbaum's Distributed Operating Systems fulfills this need. Representing a revised and greatly expanded Part II of the best-selling Modern Operating Systems, it

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covers the material from the original book, including communication, synchronization, processes, and file systems, and adds new material on distributed shared memory, real-time distributed systems, fault-tolerant distributed systems, and

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ATM networks. It also contains four detailed case studies: Amoeba, Mach, Chorus, and OSF/DCE. Tanenbaums trademark writing provides readers with a thorough, concise treatment of distributed systems.

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A Systems Approach
New Insights and Inspiration for
Writers
Operating Systems
Android Hacker's Handbook
Dissecting DOS
Programming with Linux

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Project Oberon contains a definition of the Oberon Language and describes its relation to Modula-2 and the software tools developed with the system. This definitive, first-hand account of the design, development, and implementation

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of Oberon completes the Oberon trilogy.

Software -- Operating Systems.

Randiana, or Excitable Tales is an anonymously written erotic novel originally published by William Lazenby in 1884. The book depicts

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a variety of sexual activities, including incest, defloration and lesbianism.

This is a practical manual on operating systems, which describes a small UNIX-like operating system, demonstrating how it works and

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illustrating the principles underlying it. The relevant sections of the MINIX source code are described in detail, and the book has been revised to include updates in MINIX, which initially started as a v7 unix clone for a floppy-disk only

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8088. It is now aimed at 386, 486 and pentium machines, and is based on the international posix standard instead of on v7. Versions of MINIX are now also available for the Macintosh and SPARC.

The New Frontiers

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Symmetric Multiprocessing and Caching for Kernel Programmers

DOS Internals

Writers, Writing Groups & Critique

Archie 3000

USB Complete

ARCHIE 3000 is the complete

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novels. Travel to the 31st Century with Archie and his friends! In the year 3000, Riverdale is home to hoverboards, intergalactic travel, alien life and everyone's favorite space case, Archie! Follow the

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gang as they encounter detention robots, teleporters, wacky fashion trends and much more. Will the teens of the future get in as much trouble as the ones from our time?

This book offers an up-to-date, in-

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depth, and broad-based exploration of the latest advances in UNIX-based operating systems. Focusing on the design and implementation of the operating system itself, this text compares and analyzes the

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alternatives offered by several important UNIX variants, and covers several advanced subjects, such as multi-processors and threads. Have you ever wondered how to use the USB hardware to send

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and receive data from an attached device? Wondered how to detect and initialize the controller, retrieve the device's descriptors, configure the device, and then communicate with it to send or retrieve its data? This

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book explains the ins and outs of the four major controllers, starting with the UHCI, OHCI, EHCI, and then the new Super Speed xHCI Controller. It explains in detail how to communicate with the various

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devices such as HID mice and keyboards, mass storage devices, including UASP devices, printers, and other USB devices. If you are interested in working with bare hardware to communicate with the USB, with

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no operating system to get in the way, you don't need to look any further. This book does not need to be on the shelf every USB enthusiast, it needs to be right on the desk. Third Edition -- 20180420

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The first comprehensive guide to discovering and preventing attacks on the Android OS As the Android operating system continues to increase its share of the smartphone market, smartphone hacking remains a

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growingthreat. Written by experts who rank among the world's foremost Android security researchers, this book presents vulnerability discovery, analysis, and exploitation tools for the good guys. Following a detailed

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explanation of how the Android OS works and its overall security architecture, the authors examine how vulnerabilities can be discovered and exploits developed for various system components, preparing you to

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defend against them. If you are a mobile device administrator, security researcher, Android app developer, or consultant responsible for evaluating Android security, you will find this guide is essential to

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yourtoolbox. A crack team of leading Android security researchers explain Android security risks, security design and architecture, rooting, fuzz testing, and vulnerability analysis
Covers Android application

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building blocks and security as well as debugging and auditing Android apps Prepares mobile device administrators, security researchers, Android app developers, and security consultants to defend

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*Android systems against attack
Android Hacker's Handbook is
the first comprehensive resource
for IT professionals charged with
smartphone security.*

*The Design and Implementation
of the FreeBSD Operating*

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System

The Developer's Guide

Principles and Practice

Project Oberon

Assembly Language Step-by-

Step

40 Sonnets

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Computing: general.

This book contains comprehensive, up-to-date, and authoritative technical information on the internal structure of the FreeBSD open-source operating

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system. Coverage includes the capabilities of the system; how to effectively and efficiently interface to the system; how to maintain, tune, and configure the operating system; and how

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to extend and enhance the system. The authors provide a concise overview of FreeBSD's design and implementation. Then, while explaining key design decisions, they detail the

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concepts, data structures, and algorithms used in implementing the systems facilities. As a result, this book can be used as an operating systems textbook, a practical reference, or an

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in-depth study of a contemporary, portable, open-source operating system. -- Provided by publisher.

This book is Volume 6 of the series, FYSOS: Operating

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System Design, and will show the reader how to create a Graphical User Interface, with all the bells and whistles that go along with it. It will show how to draw to the video screen,

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create windows and objects such as, buttons, menus, bitmaps, progress bars, and other objects. It will show how to send event messages so that other windows can communicate with the root

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object, such as when a button is pressed, a text edit is changed, or any other change in the GUI system. All of this is done with minimal outside help, such as operating system calls,

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though a few calls to the BIOS are needed to retrieve the video hardware information. The reader will learn how to communicate with the video directly, reading and writing pixels to

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the screen to achieve these tasks. The companion CD-ROM contains complete source code of each example within the book, showing how to accomplish these tasks, and is heavily

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commented. The source code is a must to be able to follow along with the book, and is freely available once proof of book purchase is provided. This book, and its companion series of books,

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does not expect you to build the next great wonder of the computer world. It simply will help you with your interest in controlling the computer's hardware, from the point the BIOS releases

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execution to your boot code to the point of a fully working Graphical User Interface. It is not required that you know much about operating system design, though a good knowledge of C

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Programming Language and a moderate knowledge of an Intel(R)/AMD(R) x86 computer's hardware is expected to use this book. The classic guide to UNIX® programming-completely

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updated! UNIX application programming requires a mastery of system-level services. Making sense of the many functions-more than 1,100 functions in the current UNIX specification-is

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a daunting task, so for years programmers have turned to Advanced UNIX Programming for its clear, expert advice on how to use the key functions reliably. An enormous number of changes have

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taken place in the UNIX environment since the landmark first edition. In Advanced UNIX Programming, Second Edition, UNIX pioneer Marc J. Rochkind brings the book

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fully up to date, with all-new, comprehensive coverage including: POSIX Solaris Linux® FreeBSD Darwin, the Mac OS X kernel And more than 200 new system calls Rochkind's fully updated

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classic explains all the UNIX system calls you're likely to need, all in a single volume! Interprocess communication, networking (sockets), pseudo terminals, asynchronous I/O, advanced signals, realtime,

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and threads Covers the system calls you'll actually use-no need to plow through hundreds of improperly implemented, obsolete, and otherwise unnecessary system calls! Thousands of

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lines of example code include a Web browser and server, a keystroke recorder/player, and a shell complete with pipelines, redirection, and background processes Emphasis on the

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practical-ensuring portability, avoiding pitfalls, and much more! Since 1985, the one book to have for mastering UNIX application programming has been Rochkind's Advanced UNIX

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Programming. Now completely updated, the second edition remains the choice for up-to-the-minute, in-depth coverage of the essential system-level services of the UNIX family

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of operating systems.

UNIX Systems for Modern Architectures

A Green, Green Garden

Operating Systems Design and Implementation

UNIX Internals

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Linux Basics for Hackers
Media Storage Devices

This practical, tutorial-style book uses the Kali Linux distribution to teach Linux basics with a focus on how hackers would use them.

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Topics include Linux command line basics, filesystems, networking, BASH basics, package management, logging, and the Linux kernel and drivers. If you're getting started along the exciting path of hacking,

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cybersecurity, and pentesting, Linux Basics for Hackers is an excellent first step. Using Kali Linux, an advanced penetration testing distribution of Linux, you'll learn the basics of

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using the Linux operating system and acquire the tools and techniques you'll need to take control of a Linux environment. First, you'll learn how to install Kali on a virtual machine and get an introduction to basic Linux

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concepts. Next, you'll tackle broader Linux topics like manipulating text, controlling file and directory permissions, and managing user environment variables. You'll then focus in on foundational hacking

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concepts like security and anonymity and learn scripting skills with bash and Python. Practical tutorials and exercises throughout will reinforce and test your skills as you learn how to: - Cover your

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tracks by changing your network information and manipulating the rsyslog logging utility - Write a tool to scan for network connections, and connect and listen to wireless networks - Keep your internet

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activity stealthy using Tor, proxy servers, VPNs, and encrypted email - Write a bash script to scan open ports for potential targets - Use and abuse services like MySQL, Apache web server, and OpenSSH - Build

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your own hacking tools, such as a remote video spy camera and a password cracker
Hacking is complex, and there is no single way in.
Why not start at the beginning with Linux Basics for Hackers?

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This collection, which won the 2015 Costa Poetry Award, is an exhibition of the Dundee-born poet's stunningly accomplished adoption of the sonnet's ancient structure This collection from Don

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Paterson, his first since the Forward Prize-winning Rain in 2009, is a series of forty luminous sonnets. Some take a traditional form, while others experiment with the reader's conception of the

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sonnet, but they all share the lyrical intelligence and musical gift that has made Paterson one of our most celebrated poets. Addressed to friends and enemies, the living and the dead, children, musicians, poets,

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and dogs, these poems are as ambitious in their scope and tonal range as in the breadth of their concerns. Here, voices call home from the blackout and the airlock, the storm cave and the space, the coal shed,

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the war, the highway, the forest, and the sea. These are voices frustrated by distance and darkness, which ring with the "sound that fades up from the hiss, / like a glass some random downdraught had set ringing,

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*/ now full of its only note,
its lonely call." In 40
Sonnets, Paterson returns to
some of his central
themes—contradiction and
strangeness, tension and
transformation, the dream
world, and the divided*

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self—in some of the most powerful and formally assured poems of his career. Explains how semiconductors work, discusses digital and linear integrated circuits, and outlines design specifications and operating

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principles for such components as transistors, diodes, and ICs

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Simio and Simulation

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Attacking the Core

Mac OS X Internals

Laura Oliver has been teaching aspiring writers how to plumb emotional contradictions for

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insight for more than a decade in workshops and university classes. Now she has written the book her students have been asking her for, a book that aspiring writers of every genre can use to guide, coach, and

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encourage them on their journey. The Story Within employs the compelling art of memoir to illuminate craft and touches on nuanced subjects only a teacher who is herself actively writing knows to

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address. Each chapter offers excerpts from Laura's own stories, as well as those of students and published authors and then provides fresh advice and clear instruction on the subject of writing.

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This book is Volume 3 of the series, FYSOS: Operating System Design, and will show the reader how to detect, initialize, and communicate with three of the most common media hardware devices, the Floppy Disk

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Controller, the IDE Hard Disk Controller, and the SATA (AHCI) Hard Disk Controller. The reader will learn how to detect the controller, what type of controller it is, initialize it to default values, detect attached

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devices, and then communicate with those devices, such as reading and writing to the attached media. All of this is done without any outside help, such as operating system calls or the help of the BIOS. The reader

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will learn how to communicate with the hardware directly, reading and writing to the system bus to achieve these tasks. The companion CD-ROM contains complete source code of each example within the book,

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showing how to accomplish these tasks. This book, and its companion series of books, does not expect you to build the next great wonder of the computer world. It simply will help you with your interest in controlling

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the computer's hardware, from the point the BIOS releases execution to your boot code to the point of a fully working Graphical User Interface. It is not required that you know much about operating system design,

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though a good knowledge of C Programming Language and a moderate knowledge of an Intel(r)/AMD(r) x86 computer's hardware is expected to use this book

Mac OS X was released in March

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2001, but many components, such as Mach and BSD, are considerably older.

Understanding the design, implementation, and workings of Mac OS X requires examination of several technologies that

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differ in their age, origins, philosophies, and roles. Mac OS X Internals: A Systems Approach is the first book that dissects the internals of the system, presenting a detailed picture that grows incrementally as you

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read. For example, you will learn the roles of the firmware, the bootloader, the Mach and BSD kernel components (including the process, virtual memory, IPC, and file system layers), the object-oriented I/O Kit driver

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framework, user libraries, and other core pieces of software. You will learn how these pieces connect and work internally, where they originated, and how they evolved. The book also covers several key areas of the

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Intel-based Macintosh computers. A solid understanding of system internals is immensely useful in design, development, and debugging for programmers of various skill levels. System

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programmers can use the book as a reference and to construct a better picture of how the core system works. Application programmers can gain a deeper understanding of how their applications interact with the

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system. System administrators and power users can use the book to harness the power of the rich environment offered by Mac OS X. Finally, members of the Windows, Linux, BSD, and other Unix communities will find the

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book valuable in comparing and contrasting Mac OS X with their respective systems. Mac OS X Internals focuses on the technical aspects of OS X and is so full of extremely useful information and programming

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examples that it will definitely become a mandatory tool for every Mac OS X programmer.