1.	Record Nr.	UNINA9910464572503321
	Titolo	Computer Forensics jumpstart [[electronic resource] /] / Michael G. Solomon ... [et al.]
	Pubbl/distr/stampa	Indianapolis, IN, : Wiley, c2011
	ISBN	1-283-37452-8 9786613374523 1-118-06757-6
	Edizione	[2nd ed.]
	Descrizione fisica	1 online resource (338 p.)
	Collana	Sybex Serious Skills
	Altri autori (Persone)	SolomonMichael R
	Disciplina	005.8 363.25968
	Soggetti	Computer security Computer networks - Security measures Computer crimes - Investments Forensic sciences Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Computer Forensics JumpStart, Second Edition; Acknowledgments; About the Authors; Contents; Introduction; Who Should Read This Book; What This Book Covers; Making the Most of This Book; How to Contact the Authors; Chapter 1: The Need for Computer Forensics; Defining Computer Forensics; Computer Crime in Real Life; Corporate versus Law Enforcement Concerns; Training; What Are Your Organizations's Needs?; Terms to Know; Review Questions; Chapter 2: Preparation-What to Do Before You Start; Know Your Hardware; Know Your Operating System; Know Your Limits; Develop Your Incident Response Team Terms to KnowReview Questions; Chapter 3: Computer Evidence; What Is Computer Evidense?; Search and Seizure; Chain of Custody; Admissibility of Evidence in a Court of Law; Leave No Trace; Terms to Know; Review Questions; Chapter 4: Common Tasks; Evidence Identification; Evidence Preservation; Evidence Analysis; Evidence Presentation; Terms to Know; Review Questions; Chapter 5: Capturing

Sommario/riassunto	Essential reading for launching a career in computer forensics Internet crime is on the rise, catapulting the need for computer forensics specialists. This new edition presents you with a completely updated overview of the basic skills that are required as a computer forensics professional. The author team of technology security veterans introduces the latest software and tools that exist and they review the available certifications in this growing segment of IT that can help take your career to a new level. A variety of real-world practices take you behind the scenes to look at the r

2.	Record Nr.	UNINA9910795654703321
	Autore	Reyden John
	Titolo	Dragon Machine Language for the Absolute Beginner
	Pubbl/distr/stampa	Luton, Bedfordshire : , : Andrews UK Ltd., , 2022 ©2022
	ISBN	1-78982-802-3
	Descrizione fisica	1 online resource (262 pages)
	Collana	Retro Reproductions ; ; v.19
	Disciplina	001.64/24
	Soggetti	Assembly languages (Electronic computers) Dragon 32 (Computer)
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Cover -- Contents -- Front Matter -- Title Page -- Title, Author, and Publisher -- Publisher Information -- Dragon Machine Language for the Absolute Beginner -- Chapter 1: The Beginning -- Chapter 2: What is a Micro-Computer? -- Chapter 3: Computers and Numbers -- Binary -- Negative Numbers -- Exponential Numbers -- Hexadecimal Numbers -- Binary Coded Decimal -- Decimal-Hexadecimal-Binary-Conversion Program -- Chapter 4: What is Machine Language? -- Chapter 5: What is Assembly Language? -- Chapter 6: The Dragon -- Chapter 7: The 6809 -- Registers -- Modes -- Chapter 8: Easy -- Chapter 9: Handy -- Chapter 10: Let's Get Logical -- Chapter 11: Condition Codes -- Decisions, Decisions -- Loops -- Chapter 12: Stacks and Subroutines -- Chapter 13: The 6809 Instruction Set -- Chapter 14: Demonstration Programs -- Introduction -- A) The No OPeration Instruction -- B) The Complete Byte and Register Handlers -- C) The Arithmetic Instructions -- D) The Logical Instructions -- E) Comparisons -- F) The Branch and Jump Instructions -- G) The Rotate Instructions -- H) The Stack Handling Instructions -- I) The Interrupt Instructions -- Chapter 15: Programming Your Dragon -- Planning Your Machine Language Programs -- Entering and Running Machine Language Programs -- Monitor Program -- Chapter 16: Sample Programs -- Introduction -- The PIA (Peripheral Interface Adaptor) -- Screen Memory -- The Hardware -- The Use of the Direct Page --

Program: PIA Keys -- Program: Score -- Program: Explode -- Program: Music -- Program: Demo -- Back Matter -- Appendices -- Appendix A: Colour Set Table -- Appendix B: Graphics Modes -- Appendix C: Handy Memory Locations in the Dragon -- Appendix D: Handy ROM Routines -- Appendix E: ASCII Codes for Keys -- Appendix F: Character Codes -- Appendix G: Base Conversions -- Appendix H: 6809 Instruction Set Summary -- Also Available.

Sommario/riassunto	First published in 1983, this easy-to-follow guide to using machine language on the Dragon 32 gave users an excellent insight into the acclaimed machine that many considered well ahead of its time. Though it was more powerful and quicker than many of its competitors, the Dragon 32 never gained the success of other 8-bit computers of the day such as the Commodore 64 or the ZX Spectrum. Despite this, the classic machine still retains a dedicated following to this day. Not only is this remastered version perfect for hobbyists and collectors, it is also a highly useful resource for those interested in programming retro games and utilities.* * *As the original publisher Melbourne House wrote:Write faster, more powerful space saving programs for your Dragon.Written exclusively for Dragon users, Dragon Machine Language for the Absolute Beginner offers a complete instruction course in 6809 Machine Language, with particular reference to the Dragon 32.Even with no previous experien.